

FROM THE MAKERS OF GTA VICE CITY MANHUNT PSW'S EXCLUSIVE PREVIEW

PSW

■ australian playstation weekly ■ sue #015

**FIRE
WARRIOR**
DEFINITIVE WARHAMMER 40K

SOUL CALIBUR II
GAME OF THE YEAR?

PREVIEW BONANZA
JAMES BOND 007
MEDAL OF HONOR
LORD OF THE RINGS
RATCHET & CLANK 2

RUGBY 2004
PSW'S RUCKING REVIEW

GRAN TURISMO 4
5 MINUTES OF RACING FOOTAGE
6 PAGE DEVELOPER INTERVIEW

COLIN MCRAE 04
BETTER THAN GRAN TURISMO?

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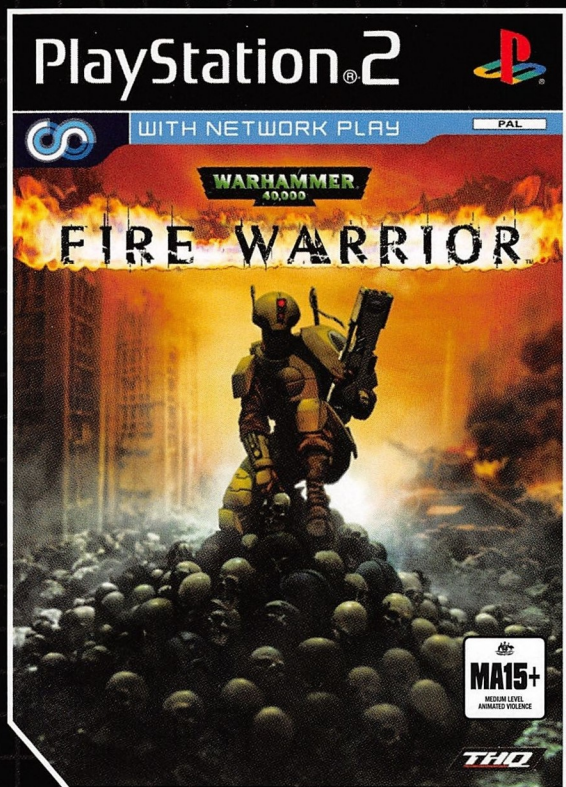


next
GAMING



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15



They are genetically designed to kill...

They are fanatical, fearless and absolutely dominating...

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combat scenario report / enemy capability summary

WARHAMMER
40,000

FIRE WARRIOR

It is the 41st millenium,



GAMES WORKSHOP



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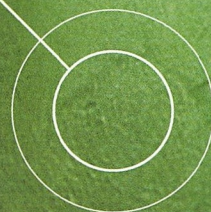
- 16 Years in the making
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combat camera uplink

"...an early contender for the console first- personshooter of the year."

- Gamespy



and there is only WAR....



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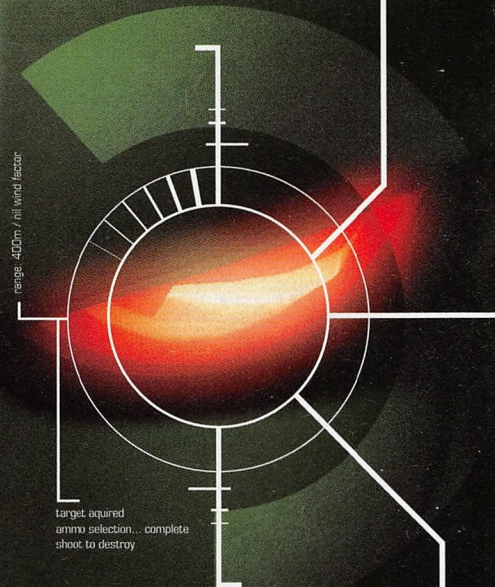
EXCLUSIVE WARHAMMER 40K GOODIES AVAILABLE TO WIN! SEE PAGE 63



**“ AT LAST,
A WORTHY VIDEOGAME
REPRESENTATION OF
THE WARHAMMER 40K
UNIVERSE ”**



Sgt. Brock Killraven "The Mean Marine" / serial code 94606686



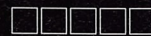


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WARHAMMER 40K FIRE WARRIOR
We've got the hammer down.

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008 GLOBAL 014 DIALOGUE 063 WIN!

SPECIAL WARHAMMER 40K AND RUGBY GIVEAWAYS

PREVIEWS

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THE MAN OF THE GIANT CHIN TALKS ABOUT HIMSELF AND HIS CAREER. THAT IS, EVIL DEAD.

SOLUTIONS

WE THOUGHT WE'D DITCH THIS SECTION ALTOGETHER! WHO NEEDS IT!? SERIOUSLY THOUGH, IF YOU WANT IT BACK, EMAIL ME AT [JACKSON@NEXT.COM.AU](mailto:jackson@next.com.au)



PSW WELCOME



Hot Dance Instruction

Thanks for purchasing our product. This product is made for dancing and health-care. Please read this instruction carefully before using and please follow the steps properly and remember to take good care of this instruction.

PRODUCT INSTALLATION:

1. Peel off the dust on the surface of the product, peel off the white paper, fix it in the four corners on the cushion.
2. Peel off the cellophane paper, fix the attached surface on the ground.
3. If attached surface is dusty, it can be wipe off by a piece of cloth.

NOTICE:

! Warning

- Forbidden to use this product if your feet are seriously injured. Stop immediately.
- If there is abnormal phenomenon in your foot, waist and back when using it.
- Please take off your shoes when using this product, don't wear a smooth sock do not stack up other things around you, keep far away from walls and windows, find some where roomy to play.

• There is maybe have some white powder on the surface of the product, please wipe off by a piece of soft, clean cloth.

• Make sure to pave the cushion.

• Don not put it near the furniture and other odds and ends.

• Young children must be guided to use it or need parents and teaches to accompany, in case to be tumbled by it.

• High technology product, do not apart, separate or fix it anyway. Or the damage can not be guaranteed.

• Do not keep it in the quite high or low temperature environment, especially far away from fireplace.

• If this product can't work well, please connect with your supplier directly.

• This product is made for indoor games only. Do not use it outdoors or in other occasion.

• Please shut off the power before removing this product.

• Please put it on a flat floor, but not too smooth.

• Do not wear sharp shoes when using it, that may cause damage to the product.

• When using this product, pay attention to keep your feet safety.

• Strong jump or shake may cause influence to the video and audio output.

• Please do not jump strongly, that may bring troubles to the other person.

ENGLISH FIRST-HAND As we get our brand new dance mat (we're covering it next issue by the way).



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EDITORIAL

G'DAY, G'DAY. WE'VE GOT A GREAT ISSUE THIS month...yada yada yada. I'm sick of flowery editorials. The arrival of Colin McRae 04 this month triggered a wave of emotions for this gamer. After following the rally genre since its inception all those years ago with titles such as Sega Rally Championship, or EuroPress's likeable Rally Championship outing for the PC (they had some trouble with title creatives back in the early days), it became apparent that rally games have not changed at all in a decade. You're still bumbling over fairly sharp road polygons, apparently interacting with the environment as indicated by the dust cloud trailing behind. Pfft! This sameness is indirectly why our review of Colin 04 highlights the format and structure of the game as perhaps the game's strongest suit. Sure, the ditching of the single-pivot system for independent four-wheel interactions sounds good, but is our racing experience really any different? More realistic? Who can judge - I'll be satisfied with consistent (thus predictable) handling that creates its own virtual 'reality': behaviour in apparent accordance with physical principles. I'm not

ashamed to say that I am a big V-Rally 3 fan. The splendid, romantic career mode turned what is otherwise a game based on very light, twitchy (but, crucially, consistent) racer into personally my most compelling rally experience of recent times. That is, until I played two-player championship in Colin 04 this month. Single-player...yeah, it's good, but it's that social validation of having your mate there by your side that makes rally games, no, games in general, worthwhile - somehow less trivial. In fact, it is this illusion of the social that V-Rally 3's career mode creates, which likewise warrants playtime. And it is this same reason that Pro Evolution Soccer against a friend is the pinnacle of gaming. And it is this same reason that this pinnacle could possibly only be topped by the realisation of the promise of online plug and play console gaming. And it is this reason that the impending doom of online console gaming in Australia is so utterly depressing. Go on Sony, make it work. And also make WRCIII great [spell it with me now...c - a - r - ...]. Oh, and readers, enjoy the issue.

/ JACKSON GOTHE-SNAPE

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GRACE BROS

David Jones

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SWAMP THING Jungle combat calls for maximum foliage exploitation.



ROBOT WARS



OUT OF ORDER Better get used to following orders, Private.



IN FOR THE KILL

KILLZONE COMES TO PS2. PR GUYS WEEP. CROWDS GATHER. WE GET IN AMONGST IT.

NO, THESE PICS AREN'T FROM SWAMP GIMPS monthly. They're the first shots of *Killzone*, a PS2-exclusive new title that could revolutionise war gaming. Excited? You should be. Everyone who's seen anything of *Killzone* is already murmuring that it's 'The Future'.

Appropriately enough, it's also set in the future at a time when the pro-Earth ISA are fighting the Helghast, a splinter sect of military devotees. Battles take place on a variety of planets and environments, from the unnatural outdoors to the confines of claustrophobic cities. Oh, and it's properly online, meaning you'll get to be part of a four-man squad and

cut down the player-controlled enemy with the help of your team-mates. As a single-player game, you'll control one of four specialist soldiers, each with their own skills which will make playing through the game completely different for every type of GI. It looks like you won't be swapping in between the characters during the game, meaning that you'll really have to specialise in your own particular skills if you're hoping to have any chance of survival.

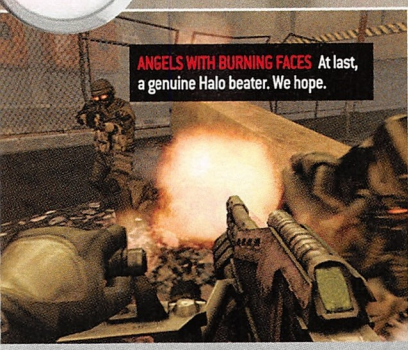
Killzone's Sony paymasters claim that its inspiration lies in the greatest battlefields of the twentieth century; everything from First World War trenchmanship, to South-East Asian

jungle fighting, to guerrilla-style city combat. It's out to take on that oh-so-legendary Xbox shooter *Halo* at its own game, and even we have to acknowledge that it doesn't get much tougher than that.

These early shots look ominous rather than luminous right now, but we're definitely digging that bleak, stripped-down, badder-than-bad style. *Killzone* could be the biggest thing to hit your PS2 in 2004, but we won't be seeing it for approximately 12 months yet. Mark your diaries now, folks – the future's looking pleasingly dark. So dark it would appear the trend is for night-vision goggles 24-7. Go figure.



IT'S IN THE GAME



ANGELS WITH BURNING FACES At last, a genuine Halo beater. We hope.



KILLING TIME You've got a year of solid waiting ahead of you. Oh joy.



THE HARD CELL Make it a tiny bit easier. Go on. Just for us.

PS2BOX

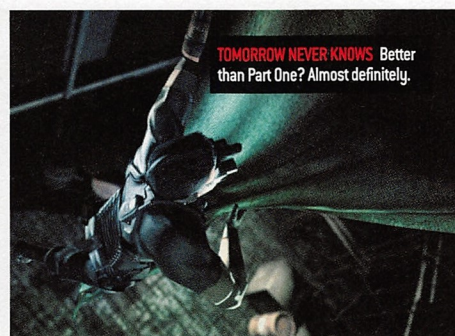
SPLINTER CELL: PANDORA TOMORROW

SAM THE MAN IS COMING BACK TO TOWN NEXT YEAR...

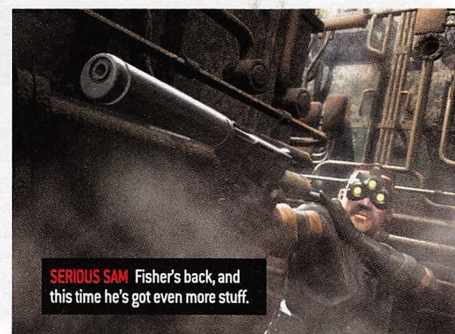
SPORTING A NAME THAT WOULDN'T SHAME THE craziest of Japanese role-playing games, the sequel to *Splinter Cell*, called *Splinter Cell: Pandora Tomorrow*, has been announced for PS2. Although the core game will extend the original game's mix of gadgets, sneaking and violence, fans are bound to lap up some hot new elements, too. *Pandora Tomorrow* looks to divide up into two very separate gameplay experiences: another bout of single-player mayhem as Sam Fisher himself, and a brave new world of online co-operative play featuring all-new characters. Since Sam works alone, the Online mode will have a completely separate storyline that won't involve the shadowy agent. It's not just about co-operation, either. You'll be up against other teams from more sinister agencies that are also being played by fellow netizens.

We're also hearing rumours that this time round, the action might just venture outdoors in a *Metal Gear 3*-aping fashion, directly pitting the two franchises against each other in terms of realism and jungle action. This makes us very happy. But don't expect to see *Pandora Tomorrow* tomorrow, though. It won't be out until 2004. Lying title.

Sam Fisher went from zero to hero last year as his shadow-themed stealth shooter showed us what realistic gaming was all about. If anyone can pull off multiplayer online stealth gaming, then *Pandora Tomorrow* can.



TOMORROW NEVER KNOWS Better than Part One? Almost definitely.



SERIOUS SAM Fisher's back, and this time he's got even more stuff.

PASSION



EXCLUSIVE TO THE...

PlayStation.2



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SANDBAGS AT SIX PACES That should keep them safe.



ROCK ON TOMMY Aussie soldiers doing us proud...



TO ARMS

CALL OF DUTY: FINEST HOUR

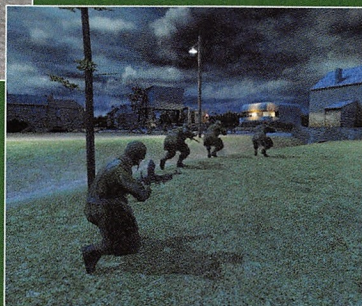
THE MEN WHO MADE MEDAL OF HONOR ARE BACK TO CONTINUE THEIR MISSION.

NEW WAR SHOOTER, CALL OF DUTY: FINEST HOUR, AIMS to get you fighting as one of a four-man squad through some of the most intense conflicts you've ever seen. Sound a bit like new thriller *Killzone* (page 8) to you? Well, think again. There are certainly a few similarities in the concepts behind the games (this is Real War, baby, in other words) but *Call of Duty* is all set to actually replicate, rather than just rip off, some of the last century's greatest battles. And when we say 'greatest', we don't mean the ones where the most people survived to live another day.

We're talking Stalingrad here. Paratrooper dropping on D-Day. All sorts of heavy, heavy World War II stuff. Why should you care? Because no less than 20 of the people making this

game came up with the original *Medal of Honor: Allied Assault*, the game that spawned our own beloved *Frontline*. In other words, they're the world's official War Daddies.

The difference between this and *Medal of Honor* is that you'll have to abandon your gung-ho traditional shooter approach and instead work together as part of a tightly-knit team of skilled individuals. As you progress through the game you'll fight on the side of the British, the Americans and eventually the Russians. Not the Germans though, because they were bad. Well, the Russians turned out to be bad too, but maybe that's okay because we didn't know at the time. It's a moral quagmire. Anyway, expect to see *Call of Duty* hitting those shelves in the late Autumn of next year.



HANDY

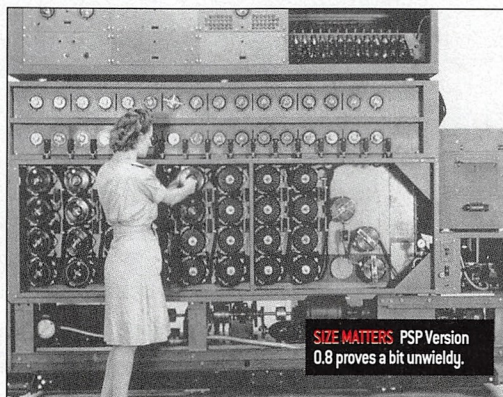
PSP GETS BIGGER

NOT SIZEWISE, BUT SONY'S PORTABLE IS GOING HEAVY ON DREAMY FUTURISTIC FEATURES.

SONY HAVE ANNOUNCED THAT THE PLAYSTATION PORTABLE will have a range of features to shame the competition, including stunning network capabilities. Since we broke the news about the PSP, we're making good on our promise to give you all the information about 2004's hottest console launch, so here goes.

The handheld console will have support for USB 2.0 and infrared communication, as well as 802.11 Wireless LAN support, meaning you should be able to play games with nearby PSP players without a physical connection. The chip running all this works at roughly ten times the speed of a PSone, with dual processors for all sorts of curvy, complex calculations that should result in extremely realistic looking, fast-moving and effects-laden 3D graphics.

The device will sport one analog stick on the left side, start and select buttons... and of course the X, Circle, Square and Triangle buttons. (Where would we be without them, eh?) Toss in support for playing MPEG4 movies on the 16:9, 24-bit colour



SIZE MATTERS PSP Version 0.8 proves a bit unwieldy.

screen and MP3 files from a Sony Memory Stick (with built-in headphone jack, unlike the GBA), plus a rechargeable Lithium-Ion battery, and you've really got the 'Walkman of the twenty-first Century'. With this level of technical excellence, plus the undoubted support of Sony's first- and third-party games makers, we simply cannot see any way that the PSP can fail.

We won't see what it actually looks like for almost a year, but rest assured we'll keep you very much in the PSP loop up to the 2004 launch and way, way beyond.

GLOBALINSIDER

CHILD-SIZED PORTIONS FROM THE NEWS MENU



EYE OF THE TIGER

Fans of the all-conquering EyeToy will be glad to know that not only has it been caning the old sales charts, but that developers worldwide are working on all-new EyeToy titles. A sports title and a dedicated dancing game are both in the works, and even online play could be implemented. Which is dead scary, when you think about it.

YOU'RE FOR THE HIGH JUMP

Is the world ready for its first ultra-violent party game? We've heard the first mutterings of a future game with the awesome title of *Criminalympics*. Set in Alcatraz, the title has you playing through eight party games based on world sports event, but with a thuggish twist. Expect lots of blood, guts and button bashing when this one sees the light of day.



DEF JAM GETS A REWIND

The skinny from the street: hip hop wrestling title *Def Jam Vendetta* has been such a smash that Electronic Arts are ramping up production on the sequel. Expect more top-name Def Jam stars and, allegedly, a much more freeform experience allowing you to cruise the hood to find the best venues. Best of all, it'll be on the streets by March 2004. Word.

SONY PROFITS SLUMP

It's glum faces at Sony this month, as the company's profits drop a third compared to the same time last year. How can this be, you ask, what with Sony leading the console race so strongly? The problem is, PS2 is so popular everyone's already bought one, so it's impossible to keep sales up. Hence peripherals like EyeToy and the Network Adapter to "boost revenue upsurge." You see?



IT'S IN THE GAME



SNAKE EYES

SNAKE TAKES SHAPE

METAL GEAR 3 STARTS SOLIDIFYING BEFORE OUR VERY EYES.

WE'VE HEARD A HELL OF A LOT OF RUMOURS ABOUT METAL *Gear Solid 3*. but you wouldn't be interested. Oh, you would? Okay, here we go: the game is definitely set in the 60s, and no, there aren't any time machines involved, so the theory that you play as Snake's clone nemesis Big Boss is pretty strong right now. You'll be able to trap animals and human enemies in a variety of ways, and store them for a while for food. If you don't keep warm at night, you'll freeze to death. About two-thirds of the game is set in the jungle, with the remainder centring around the enemy base, but there will be no loading times between any jungle areas.

As well as hanging off of branches to shoot, you'll also be able to throw small live animals like snakes at enemies to poison or distract them. We've even heard you'll be able to catch a monkey, strap explosives to its

back and let it loose on enemy troops before blowing it to pieces. Oh, boy, yes. There are 40 different types of food to eat, and Snake will develop a taste for some foods above others. The ability to download camouflage still hasn't been worked out quite yet, but it will make an appearance in the finished game.

Meanwhile, you'll be able to play dead if you're near other corpses and hope that guards don't spot you. A version of the Metal Gear tank will make an appearance, and we're expecting to see younger versions of Revolver Ocelot, Psycho Mantis and Raven popping up as well. And one other thing. The rumour-mongers claim that there is a completely online *Metal Gear Solid* game in the works, but that it's proving very tough to get working. Keep it up, Kojima-san! We'll bring you more info next issue.

IT'S A SECRET

GET YOUR WEAPON OUT

FLY WWII'S FINEST IN SECRET WEAPONS OVER NORMANDY

SECRET WEAPONS OVER NORMANDY may be the world's most unwieldy game name, but it's shaping up to be a very visceral WWII flight sim. The difference here? It's from LucasArts, the people who've been making the 1940s interesting since Indiana Jones got his first crack of the whip.

You'll get to pilot 20 of World War II's most dangerous crates. It's not just over Normandy either – that bit's a lie. The action ranges over 15 theatres of conflict including India, Europe, North Africa and the Eastern Front. Planes include the classic P-51 Mustang, the B-17

Flying Fortress, and even the Me 262 Turbo, the world's first jet aircraft. You'll be able to play through historic air clashes like the Battle of Britain, the Battle of Midway and the D-Day invasion. You'll even be able to play Co-operative modes with a buddy for an extra dose of wartime realism.

As you can see, *Weapons* already looks pretty fine. Check

out these screenshots – they all look like those 'limited edition' Spitfire paintings called things like 'Pride of the Sky' hanging up in your grandad's lounge. They're also touting "gameplay accessible to all audiences", so your grandad might even be able to play. We sincerely hope not, though. *SWON* (what a nice acronym) lifts off in November.



POWER



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MCRAE LOSES GRIP ON WORLD RALLY TITLE

MOVE OVER COLIN...
SONY'S WRC IS BACK!

WITH OUR COLIN TRIUMPHANTLY regaining his tartan crown as King of the rallying games, it's no surprise that Sony's rival *World Rally Championship* series is about to throw its steering wheel back into the ring with *WRC3*.

Due out in November, *WRC3* promises to put the official licence for the FIA World Rally Championship through its paces with a fully fledged recreation of 2003 season, complete with all the correct drivers, sponsors, stages and the all-new Turkey course.

Gameplay-wise, *WRC3* keeps the same sublime handling of last year's version, but adds in a whole new damage system, featuring even more bodywork and glass flying off as you put the cars through their paces. And it's not just the vehicles that have been given a makeover. All the courses now sport increased trackside detail with buildings, tunnels, bridges and crowds of animated spectators, presumably to give you something soft to land in when your tyres eventually lose grip.

Whether this increase in aesthetics is enough to keep *WRC* ahead of *Colin McRae* and his brilliantly reworked driving mechanics remains to be seen. The competition's got to be good for rally fans though.



CITY STICKER

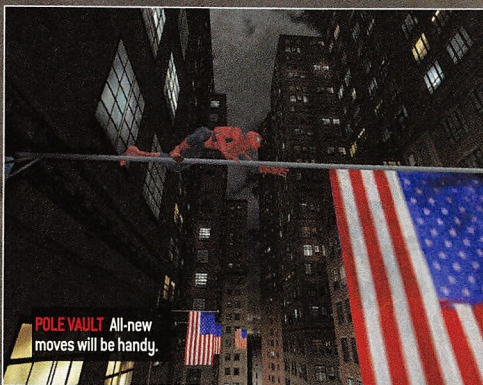
SPIDEY SWINGS BACK

THE WORLD'S FAVOURITE WALL-CRAWLER RETURNS IN SPIDER-MAN 2

IT SEEMS AN AWFUL LONG WHILE AGO when Spider-Man blew us away with his first PS2 adventure, but he's on his way back to accompany the second movie coming out next summer. It's not just the plot that's changed: now Spidey can swing around a whole, coherent model of Manhattan, complete for the first time with street-level activity including cars, pedestrians and criminals. Catch them in the act, and you'll unlock bonuses that are completely separate from the main thrust of the story. Kind of like... hold on... Grand Web Auto? Grand Theft Arachno? You know what we mean. You'll also have some extra web-slinging powers to add to your already impressive repertoire, including the ability to wall-run, scale poles (pictured below) and even websling from flying objects like helicopters. The controls were mostly fluid the first time round, so now they should be double-slick.

Just like the previous game, it's all loosely based around the action and locations in the film, just with added extras to fill everything out. Misterio and Lizard, who won't be in the film, make appearances in the game; that should please the thirty or so comic fans left among you. We're also excited

about seeing Doctor Octopus as the main villain – even though we know in our hearts he'll only crop up two or three times in the game as a boss. We're like that. One question: if Spidey really 'does whatever a spider can', let's see him extrude silk out of his arse, eh?



POLE VAULT All-new moves will be handy.



WEB CAM You can get two perps at once.

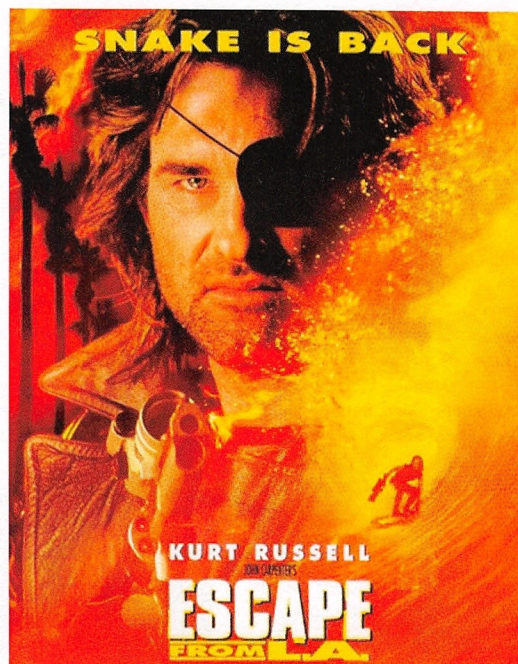
TAKING THE PLISS

SNAKE EYED

ESCAPE FROM LA STAR SNAKE PLISSKEN TO FRONT THIRD PERSON SHOOTER

NAMCO HOMETEK, THE DEVELOPMENT TEAM RESPONSIBLE for *Dead to Rights* and *kill.switch*, has been set to work on *SNAKE Plissken Chronicles*, an action title based around Kurt Russell's character from the movie *Escape From LA*. Russell has been hired to record a full voice-over, while John Carpenter, director of both *Escape From LA* and *Escape From New York*, will act as a producer, ensuring the game remains true to his original vision. Let's hope this means a cameo from the bug-eyed Steve Buscemi, too.

[Un]intriguingly the *Plissken Chronicles* is said to be constructed from "a combination of fists, firearms, stealth and brains", which sounds like the perfect recipe for an absolutely average third-person action title if you ask us. That said, it's hard to argue with the pedigree of the central player, even if he has had his thunder stolen and then repeated through a megaphone by a certain Solid Snake. You won't be playing *SNAKE Plissken Chronicles* until Christmas of 2005 at the very earliest, by which time 60% of the Earth's surface will have been levelled by a nuclear explosion and men with laser eyes will huddle for warmth around corrugated iron barrels. Probably.





IT'S IN THE GAME



I DOSS

ROTTEN CORE



THE MAKERS OF **TOMB RAIDER: ANGEL OF DARKNESS** ARE FEELING THE HEAT AFTER THE LAUNCH OF THIS YEAR'S MOST UNDERWHELMING TITLE.

WE'D BE STRUCK WITH PITY IF IT DIDN'T SMACK OF A kind of harsh justice: Core Design, original creators of *Tomb Raider* and makers of the recent 4/10 flop *Tomb Raider: The Angel of Darkness*, have had the development duties for all upcoming *Tomb Raider* titles taken from them. Unless Core can prove themselves with their online version of 3D brawler *Fighting Force*, the team may be looking at a very bleak future. Publisher Eidos has passed the burden of making forthcoming *Tomb Raider* games onto US development team Crystal Dynamics, who are famous for the *Legacy of Kain* series including *Blood Omen*, *Soul Reaver* and the upcoming *Defiance*. Considering *Soul Reaver* smelt strongly of Eau de Croft to begin with, they should be up to the job of producing the promised PS2 *Angel of Life* sequel.

The badness doesn't stop there. *The Angel of Darkness* is cited as the reason for the second *Tomb Raider* movie's poor performance, subtitled *The Cradle of Life*. "The only thing we can attribute that to is that the gamers were not happy with the latest version of the *Tomb Raider* video game, which is our core audience," says Paramount distribution president Wayne Lewellen. Is this mere Hollywood spin, or did the game really bring down the film? A bit of both, we reckon. (We would never try to keep you from seeing *The Cradle of Life* just because *The Angel of Darkness* is rubbish. Judging by recent reviews, *The Cradle of Life* is truly terrible all on its own.) It's a bad time for the ailing team all round – the fact that Nutter spent a good half-day sticking pins in a Lara doll last month can't have counted for anything, surely...

ROUGH CUT

PICTURE PERFECT

ABUSE YOUR CASTING COUCH AND MAKE YOURSELF A STAR IN THE MOVIES

FANCY GOING TO THE MOVIES?

IT'S the name of a new game that puts you in control of your own burgeoning movie studio. Going from 1900 to 2010, you'll be able to make the movie of your choice including comedies, action films, westerns and horror flicks. At the end of it all, you'll release your film and find out whether it's a smash hit, a sleeper or a flop of *Battlefield Earth* proportions.

Along the way you'll get harassed by egomaniac stars with their own love life problems and difficulties with the cast, buy hot new technology to improve your special effects – including CGI, natch – and even remake classic films for your own shallow ends.

The man behind *The Movies* is Peter Molyneux, inventor of the God game genre and creator of PC smash *Black and White*. While

we're not completely convinced by B&W's whole 'giant cows controlled by invisible gods' thing, we like this. We're not sure it's going to work, but we're wholeheartedly behind the genre-busting idea. Just as long as it doesn't end up being all about 'make \$5,000 to unlock the next level'. *The Movies* is scheduled to arrive in summer 2004 – on time, under budget, we hope.



2 DOOR SALOON Your actors can ham it up.



GET SET, GO Buy new sets or re-use 'em.

PRIDE



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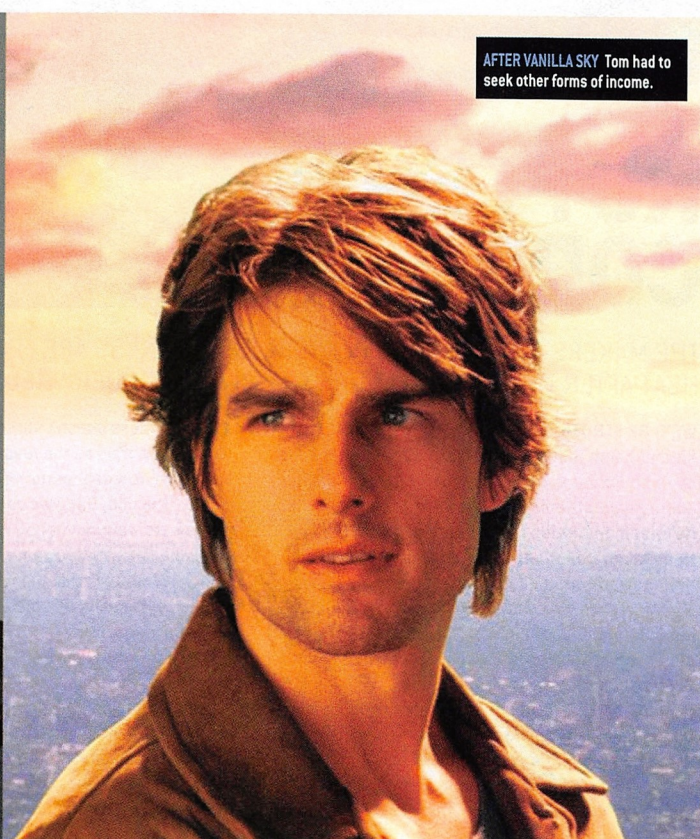
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DIALOGUE



THE PART OF THE MAGAZINE YOU WRITE, THEN WE TYPE IT UP IN THE CONDUIT ITC FONT AND PUBLISH IT ALL.



AFTER VANILLA SKY Tom had to seek other forms of income.

UNLAWFUL ENTRY

I am a big *Matrix* fan and, as most fans did, I went out and bought the game. I think it is a really good game and I enjoyed it. Although I do have one problem: some of the levels. Take the level 'Epicentre' on the Niobe section for example. I read in a walkthrough, 'Climb fence and follow arrow to a cut-scene.' I think this sums up some of the levels: you are just following the arrows and killing the odd baddie, there is no depth. Another example of this is, 'Return to the great hall.' Again, in the walkthrough it says, 'Turn right and go through the door.' I mean, come on, when you finish the level before, you save the game and then you only have a matter of seconds, making another unnecessary save which then wastes valuable gaming time. I think it is a good, enjoy-able game, but it hasn't got the depth of similar games and the ending cut-scene is shocking.

Nick, via email

We too feel like scolding *Enter the Matrix* like an unruly child for letting us all down. But there's a time for pain and a time for growth. Let the post-*Matrix* healing begin!

PISSED ALL OVER MY MEMORIES

Like most PS2 gamers, I've spent the last couple of years waiting to get my hands on the next *Tomb Raider*. And like most PS2 gamers (or at least those I've spoken to) I'm thoroughly pissed off with the end result. C'mon, literally years of development and that's really the best they can come up with? It's not much more advanced than the original PSone game, only with slightly (and I'd like to emphasise slightly) better graphics. I honestly feel like writing to Core to tell them how much it sucks. For me it's like when Dan Ackroyd and James Belushi pissed all over my fond memories of the original *Blues Brothers* movie with that bag-of-shite sequel. I've had my say and now I'm off.

Jay, Geelong

TOMB TO CALL IT A DAY

I'm going to keep this simple and straightforward in the hope that others will learn from my costly mistake. That being handing over \$100 for the new *Tomb Raider* game. The warning signs were there; the game kept getting delayed, there wasn't a review in *PSW*, and the

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OR...
psw@next.com.au

only positive article I've seen so far was in a magazine that had Lara on the cover. I think it's about time the developers called it a day and ended the series. Because after this one I certainly won't be buying another. Not unless they refund my money. Which I'm guessing, being a big, filthy rich company, they're quite unlikely to do. I'm not entirely sure what the moral to this story is. But I think I've made my point.

Richard, Beecroft

Hmm. I think the issue here is with Lara herself. Once the girlfriend of gamers everywhere, she grew in stature to the point where she even garnered international acclaim with her film career. And, as we gamers discovered her, she remained so dear to our hearts! The shell-shaking beautiful inhibited girl syndrome. But now she doesn't treat us right, and we're getting bitter.

LOOTING STARS

What the hell is going on in the gaming industry? Either all of the programmers have finally run out of ideas for new characters to star in their games, or they use real actors in the hope

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that if successful, the actor will star in the games movie spin off. First of all Jean Reno pops up in *Onimushu 3*, then I pick up my copy of *PSW* this month to see what can only be described as Tom Cruise staring at me from the cover, 'Kevin' as he is being called in the new *Res Evil* game, is such an obvious copy that I am surprised that your good selves let it slip past you. What next, a Samuel L. Jackson plat-former, or will Colin Farrell line up be lining up for Ireland in *Pro Evolution 3*?
Stephen, via email

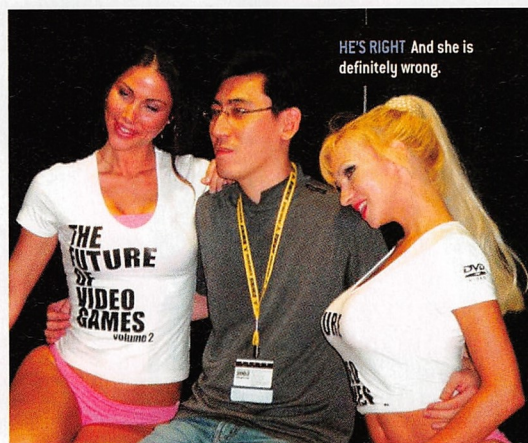
Yeah, right, because getting decent actors in is really going to screw games up. You'd rather have *Steve Guttenberg's Pro Skater*, would you? And you think we accidentally put Tom on the cover? Ask *New Idea* - that man sells!

SHE'S ERM, WET!

I just picked up issue 12 of your mag and was flicking through when I noticed that the promo girl in the picture on page 9 (lower right corner), the brunette lass, is decidedly happy to be posing with the gentleman in the picture. Note the discolouration in her bikini bottoms...I thought you may not have picked up on this. So, do I get a prize?

AJ Meyer

The sight is not prize enough?



WINNERS!

MIIB COMP

Gentil Daniel Fernandes, Jason Stanford, Peter Bengler, Simon Smith, Jordan Pearce

A GRAVE MATTER

L. Summerton, Reece Offer, Matt Kortt, John Faint, Albert Potestas

ROCK HARD

Nicholas Bading, Paul & Tia Veech, Joey Hockenberger, Gavin Stewart, Trevor Holligan

BORED OF THE RINGS

Steven Greenfield, Courtney Rogers, J. Bertso, Seamus O'Leary, Jeremy Hope

XXX COMP

J. Stewart, Tom Sconing, Hui-Yaun Timmings, Angela Barnes, Kevin Russell

MY KINGDOM FOR A HORSE

Steven Foster, B. Bourke, Shane Woodhouse, Jarrod Hunt, Matthew Smith, Benjamin Abbott, Brendan Dorff, Brad Manson, Mac Dawson, Peter Horan

THE SINKING SHIP COMP

Andrew Brewer, Luke Graham, Tegan Matthews, Angela Barnes, Scott Pearson,

RETRO-TASTIC

Neil Wickman, Mark Harrison, Christian Crawford, Jason New, Andrew Spencer

inform Charts

Thisweek	Lastweek	ProdName	ModName	Manufacturer
1	same	◆ SOCOM: US Navy Seals	Action	Sony
2	up	▲ GTA: Vice City	Adventure	Take 2
3	up	▲ Egetoy: Play	Compilation	Sony
4	up	▲ Splinter Cell + Ghost Recon Pk	Compilation	Ubi Soft
5	up	▲ Tomb Raider: Angel Of Darkness	Adventure	Eidos
6	new	⊕ Formula 1 2003	Racing	Sony
7	down	▼ Kingdom Hearts	Adventure	Disney
8	up	▲ Enter The Matrix	Adventure	Atari
9	down	▼ Ratchet & Clank	Adventure	Sony
10	up	▲ Midnight Club 2	Racing	Take 2
11	up	▲ Alien Vs Predator Extinction	Action	Electronic Arts
12	down	▼ The Hulk	Adventure	Vivendi
13	up	▲ Devil May Cry 2	Adventure	Capcom
14	new	⊕ Burnout 2	Racing	Acclaim
15	up	▲ The Sims	Strategy	Electronic Arts
16	up	▲ Medal Of Honor: Frontline	Action	Electronic Arts
17	down	▼ WRC 2 Extreme Ptm	Racing	Sony
18	down	▼ Rtn Castle Wolfenstein Op Res	Action	Activision
19	up	▲ Dynasty Warriors 4	Action	Koei
20	new	⊕ Finding Nemo	Adventure	THQ

- ✱ New Entry
- ◆ Non Mover
- ▲ Up from last week
- ▼ Down from last week

inform

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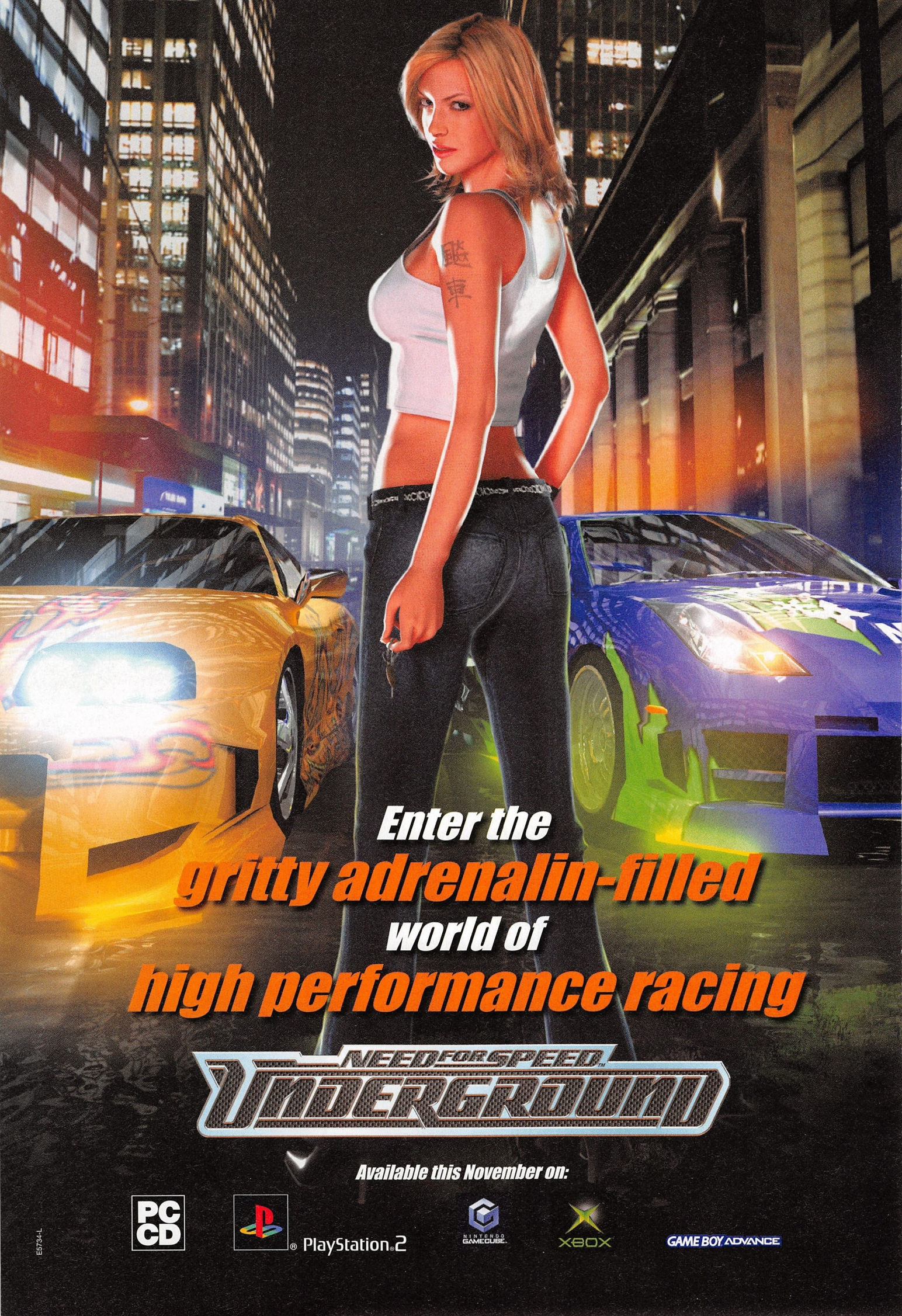
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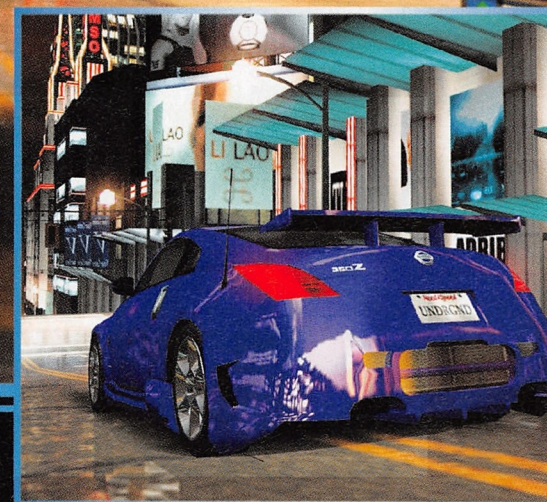
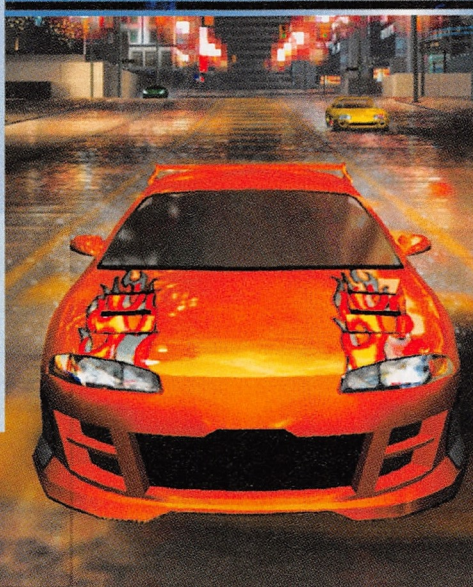
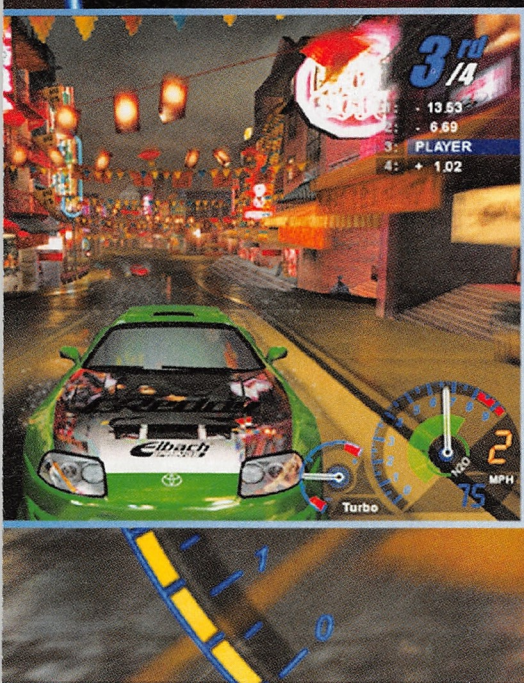


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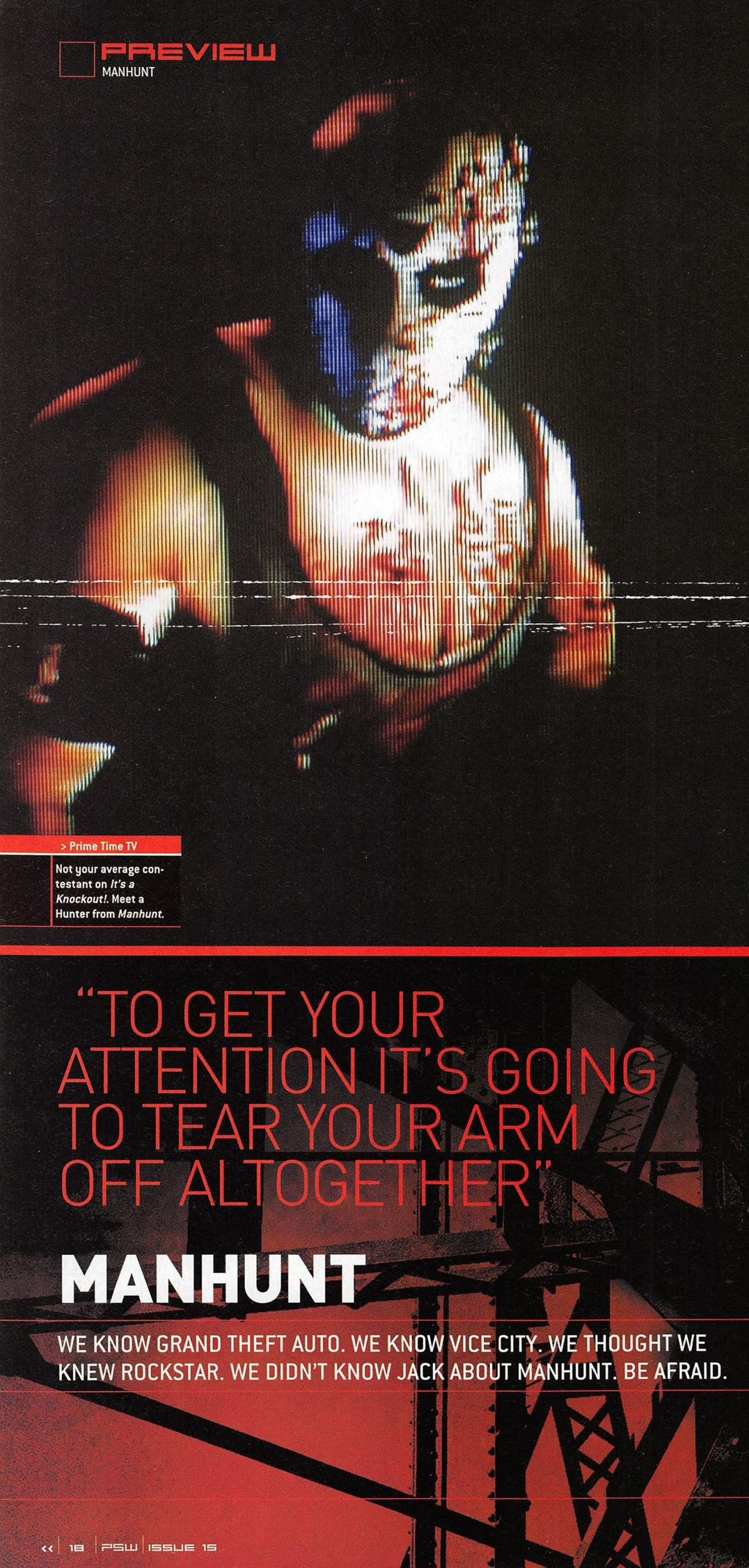


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> Prime Time TV

Not your average contestant on *It's a Knockout!*. Meet a Hunter from *Manhunt*.

"TO GET YOUR
ATTENTION IT'S GOING
TO TEAR YOUR ARM
OFF ALTOGETHER"

MANHUNT

WE KNOW GRAND THEFT AUTO. WE KNOW VICE CITY. WE THOUGHT WE
KNEW ROCKSTAR. WE DIDN'T KNOW JACK ABOUT MANHUNT. BE AFRAID.

> GENRE	STEALTH/SURVIVAL HORROR/ACTION
> DEVELOPER	ROCKSTAR NORTH
> PUBLISHER	ROCKSTAR
> ETA	LATE NOVEMBER

IT'S ABOUT THIS TIME IN A SUCCESSFUL CONSOLE'S life cycle when we start to reap the benefits. Just look at the Christmas line-up for this year. *Tony Hawk*, *Need for Speed*, *Medal of Honor*, *Rugby*, *Soul Calibur*, *Jak*, *Ratchet and Clank*, *Lord of the Rings*, *Bond*, *Smackdown*, *SSX3*. Every publisher is hell bent on bringing out the latest of their biggest franchises, eager to exploit what could be the PlayStation 2's most profitable ever Christmas. However, another force, albeit a considerably smaller one, lurks in 2003's latter half. The new brand names, lead by *True Crime*, *Beyond Good and Evil*, and *XIII*, are the shot in the arm tired, grumpy, jaded old gamers need. But arguably the biggest, toughest, roughest new kid on the block (with the rock star parents to boot) is *Manhunt*, and to get your attention it's going to tear your arm off altogether.

It's Rockstar North's new baby, and while the *Vice City* team are busy working on other projects (hmm...), a separate internal development group have been busying themselves on *Manhunt* for three years now. The game, exclusive to PlayStation 2, is a 3D stealth/survival action/shooter, and, in terms of mechanics of gameplay, intends to refine the principles of each genre. But, with *Manhunt*, Rockstar have ensured you'll be seeing a hell of a lot more.

DAYDREAM BELIEVER

The game is set in Carcer City, a fictional Western metropolis well past its industrial heyday. A once vibrant economy built around the manufacturing centre has fallen flat, exposing the city to the unscrupulous element, of urban decay and severe governmental mismanagement. The intro introduces the player's character, James Earl Cash - an inmate on death row - as he prepares for his execution. As the poison seeps into his system, his time's up, as he passes into unconsciousness. And to think we hardly knew him. What was his crime, his motivation? I guess we'll never know.

But those geniuses over at Rockstar knew that a ten-minute intro movie wouldn't cut it as a game, so they've thrown in a devilish twist! Spoilers ahead: Cash doesn't actually die... Instead, he faces a fate worse than death: a career in independent film.

The Director, both the source of Cash's pain and the only hope for his survival, has rigged Cash's execution. See, he's got bigger plans for our boy. So, instead of spending eternity in hell, Cash has to spend the rest of his life in a hell on earth (before eventually getting down to hell proper). This hell is a manufactured world the Director has engineered apparently only for his personal satisfaction.

It is centred on the tenet of surveillance; cameras are everywhere - the Director is watching Cash's every move. Our third-person perspective is thus representative of the Director's view. Therefore *Manhunt* draws Director and player together, with a single common goal: the cinematic manufacturing of ultra-violence. Decaying industrial wasteland is the set, and Cash's castmates are known as Hunters, men intent on earning the bounty on top of Cash's head.

Gameplay initially suggests this is an eery stealth game, involving mostly sneaking around the levels, concealing bodies, solving puzzles - that kind of stuff. However, over a range of



MANHUNT FACT!

> GANG BANG

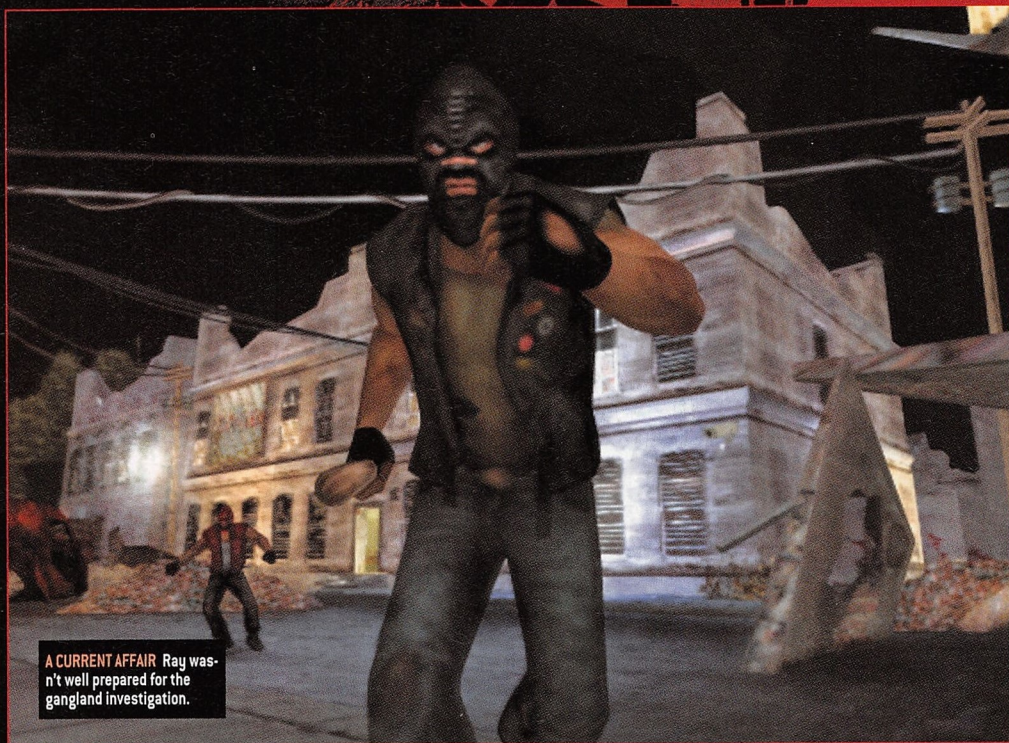
Each of the seven Hunter gangs will use different AI strategies and have radically diverse appearances.

> ROCKSTAR'S INTERTEXTUALITY

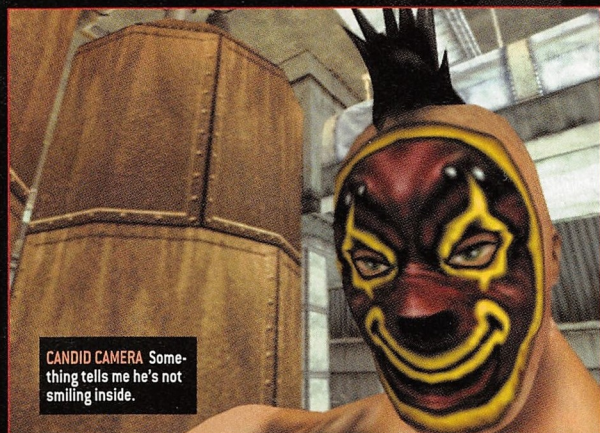
The Director's name has been confirmed as Starkweather, a clear reference to Charles Starkweather, the 1950s killer who (along with his girlfriend...hmm) inspired films such as *Natural Born Killers*. It's all about murder for show, you see...

> BUT WAIT THERE'S MORE

The Carcer was the only state-run prison in Ancient Rome. Hints are everywhere! *Incarcerated...*



A CURRENT AFFAIR Ray wasn't well prepared for the gangland investigation.



CANDID CAMERA Something tells me he's not smiling inside.



HUNTERS AHOY They're after more than the bounty.



DEPRESSING Like being an animal in a zoo. Except people take shots at you.

CINEMA GO-GO!

THE INVADING FORCE

We're not surprised by much here at *PSW*. The lamosity of *Tomb Raider: the Angel of Darkness*. The gaming opulence of *Soul Calibur II*. A game using cinema as inspiration. What?! WHAT?! Did someone say *c i n e m a*. That's right, Rockstar, following their terribly successful film (and broader pop culture) references in *Vice City*, are proud to say that *Manhunt*, appropriately, is rooted strongly in the world of the dark psychological depths in cinematic endeavour. After watching *Oliver's Twist*, we've worked out exactly the recipe:



3 PARTS JACOB'S LADDER (1990)

Tim Robbins' Jacob Singer is finding it increasingly hard to separate reality from insanity. His painful former marriage, dead son and Vietnam service doesn't help. Things get pretty ****ed up. Dead? Alive? Does it matter?



2 PARTS THE RUNNING MAN (1987)

Arnold in his heyday. This film involves a deadly game show. Too much *Running Man* in the *Manhunt* recipe will lighten its mood.



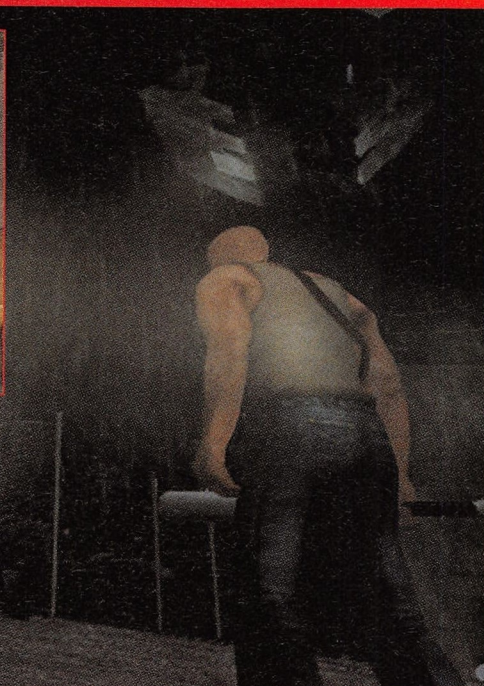
3 PARTS 8MM (1999)

Nicolas Cage is intent on tracking down the identity of a girl apparently killed in a torturous film. He delves into a seedy, inhuman underground, and it's nasty, revealing the world of a fetish for death.



1 PART DONNIE DARKO (2001)

Reality and fiction blur in this unnerving exploration of a troubled mind. And we like it.



DON QUOTES

ROCKSTAR'S DEVIN WINTERBOTTOM & JEFF CASTANEDA ON MANHUNT

ON GOALS

Devin: "the aim of *Manhunt* is firstly to stay alive, and then to find out who the director is."

ON MOVIES

Devin: "the whole game is very movie-esque. We want to take that movie motif to the max."

ON INSTINCT

Jeff: "players generally want to be the aggressor. This game strips

them of that mentality, and twists the gameplay, so you're actually on the run. Players will have to fight their natural instinct and resist the temptation to go and attack everyone."

ON HUNTERS

Devin: "the gangs work for the Director. You get the feeling that many Hunters do it for the fun as well."

ON SOUND

Jeff: "the [6000] lines of Hunter dialogue are crucial to provide Cash with some idea of what's going on."

Devin: "There'll often talk about the Director and their motivations within the game."

ON INFLUENCES

Jeff: "our inspiration includes simple hide and seek and even *Pac-Man*, but *Thief* was a big influence."



circumstances, *Manhunt* also incorporates hand-to-hand combat, and shooting elements, and as a whole almost resembles survival horror more than any other genre. Yet it is the game's premise and its implications that excite us most about *Manhunt*, and indeed challenge the very notion of game. This one isn't for kids, folks.

BLOODY CONCEPTION

See, the height of the game is the moment of death - the execution of Hunters. While they're known as Hunters, and they are indeed terrifying, you'll be killing more of them than they will of you (unless you die before the second kill, we suppose). The Director has set the scene, and you are definitely the star. In fact, he'll even take a liking to you in time, as you wow him with your on-camera proficiency. To impress, you're going to have to bow to the wishes of the big D - don't listen to your Mama, violence is the only solution. The Hunter's body is your canvas and your weapon your brush.

This is a description of a typical execution: Cash approaches an oblivious Hunter, meat cleaver in hand. When within range, the press of a button induces the most sickening scene ever witnessed (and heard) in a videogame (excluding, of course, *Pro Evo 2*'s homo-erotic goal-celebrations - David Beckham just couldn't be gay - could he?). From the regular third-person perspective, the camera switches to a grainy, interlaced, surveillance camera-style view in a close-up cinematic angle, as Cash goes about slicing onion rings from the poor Hunter's throat. It's shocking, it's controversial, it makes you want to run home and hide in the relative safety under your favourite blanket. And while the visual is confronting and fairly graphic, it is the aural, the repulsive sound effects that burn the experience onto the mind. Bear in mind that the executions vary in animation between weapons, including plastic bags (hey - it keeps the dolphins alive...), glass shards and the particularly brutal baseball bat. Of course, the sound similarly changes accordingly, creating a buffet of vicious, bloody stimuli. Using the baseball bat for example, Cash knocks the Hunter down, killing him with the first blow. But Cash doesn't stop there. Oh no. The force of several subsequent blows, each highlighted by an ultra-real gory thud, tears the head from the now only semi-human corpse, which then hangs like a Kickmaster by a single brave tendon. The Director's hobby ain't no Scalextric, that's for sure.

Rockstar's inspiration for the game came fittingly from the psychological thriller genre of cinema (*Jacob's Ladder*), tinged by grave mortal combat (*The Running Man*), as well as the history of the murder stars of the past (see "On the Trail of Cash" boxout). Of course, the big brother premise also springs from the contemporary surveillance culture, and the game could arguably be a response to such subversive repression. Here at PSW though, we ain't no glasses-wearing high-pants Harry, and we'll leave those speculations aside. For it is the game's coherent atmosphere that demands more immediate attention.

OH SO ALONE IN THE DARK

See, the game's not dark. Yeah, okay, it is dark, but it's the sense of the unknown - on which imagination feeds - that promises to raise the game above all other terrorising titles. While we can expect plenty of simple thrilling surprises, this is no linear exercise. See, there hangs an elusive sense of foreboding above Cash's

ON THE TRAIL OF CASH

ROCKSTAR'S MANHUNT LINE OF CRUMBS FOLLOWED FOR A BIT...INTERTEXTUAWHA?

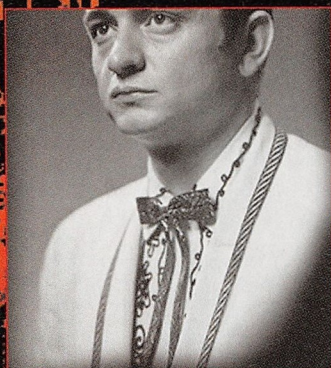
It's clear that while *Manhunt* is undoubtedly a game of mystery, Rockstar have included enough clues to work out much of its subject matter and potential plot lines. An appreciation of these influences will also lead to a better understanding of the tone of the game. We all know Rockstar's history when it comes to intertextuality (think *Scarface*, among many, many others in *Vice City*), and *Manhunt* is no different. Starkweather, Carcer City, and James Earl Cash are all the concrete names we've heard, and we've explored the first two thus far (see the Fact! box at the start of the preview). Cash's name though appears to be, initially, a nod



towards James Earl Ray (pictured left), the man who killed Martin Luther King. While the Cash part primarily links to

the relationship between fame and fortune, we thought we'd speculate as to what else it may be referencing. And though this murder/exploitation/humour theme doesn't quite sit well with us, we thought we'd go for it anyway.

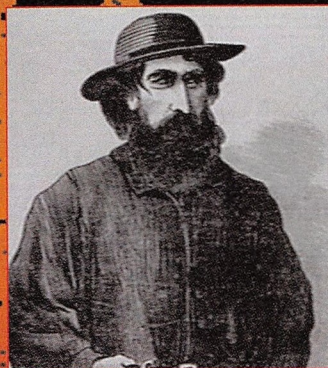
JOHNNY CASH



Legendary American celebrity Johnny Cash is, according to his official website "a complex, unpredictable, ball of talent and energy that no one has ever been able to pigeonhole or categorize." PSW accepts the challenge: Cash is one of those old country music farts who records too much and for a couple of years had a TV show. Not good enough? Ok how's this: Yankee grandpa.

Relevance: 2/5 — He is famous, and some people might want him dead. He's in hospital at the time of writing actually.

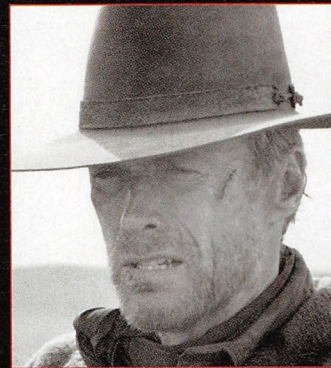
MARTIN CASH



An Aussie bushranger who grew up in Ireland, Cash spent ten years at Port Arthur before escaping in 1837. Terrorising the Tassie wilderness, Cash was caught again six years later, and sent to Norfolk Island, where he became a model prisoner. Within a decade he'd received a pardon and was made a constable.

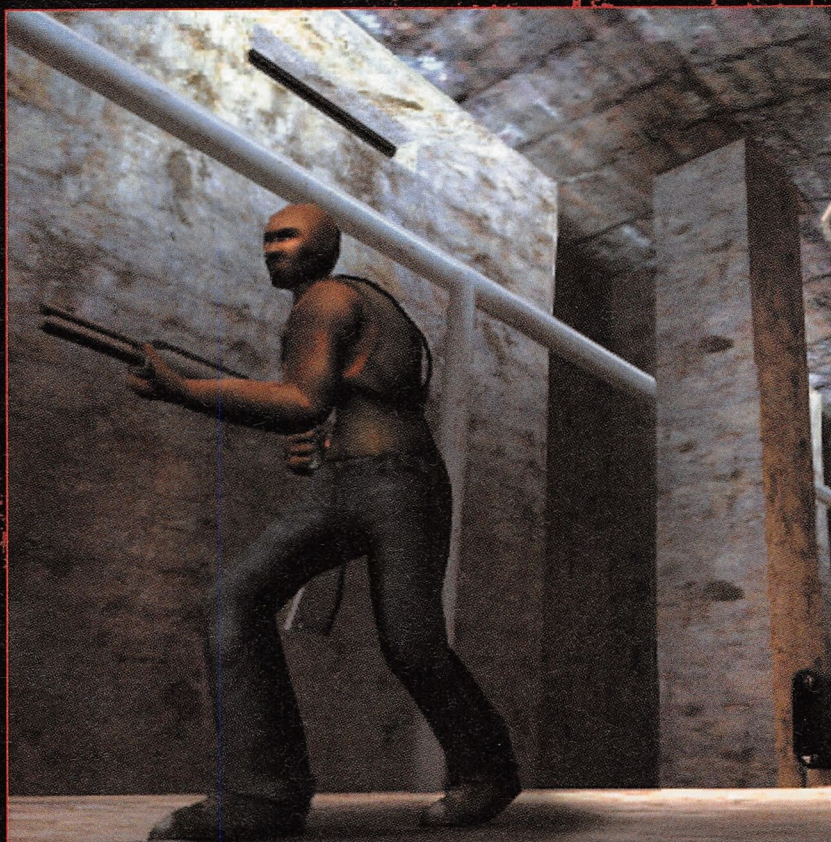
Relevance: 3/5 — The biography includes 'terror' and 'prisoner' but we can't see James Earl Cash being made a constable.

WILLIAM MUNNY

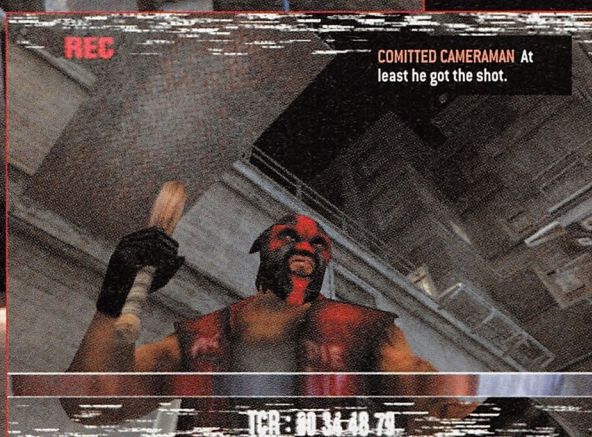


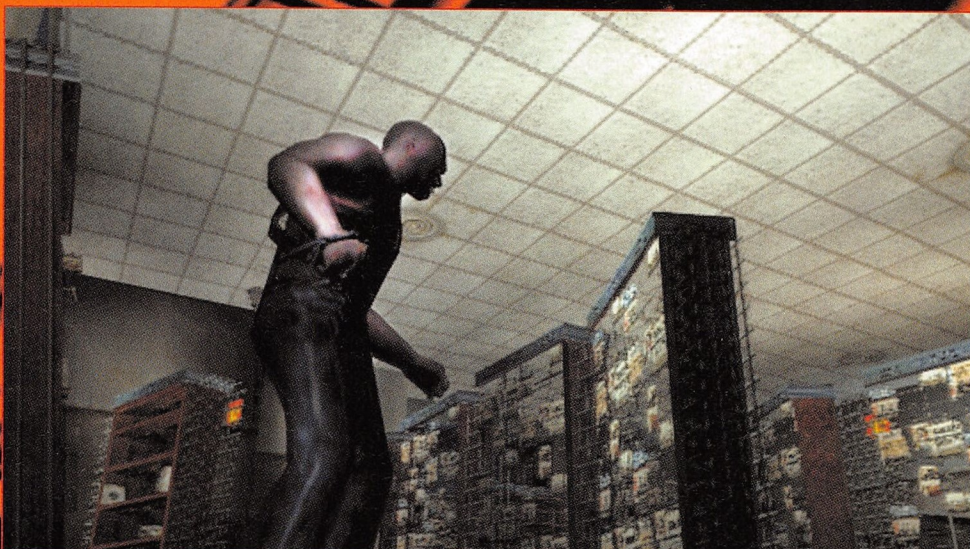
So, not strictly a Cash (although the name's similarity with 'money' was an intended reference), nor even a real character, William Munny was Clint Eastwood's character in the film *Unforgiven*. An old cowboy after one last bounty, he killed just about everyone in a classic revenge-filled final shootout, and rode away victorious.

Relevance: 4/5 — He kills people and is a badass. Unfortunately there weren't any cameras back in his day, and he's a little old.

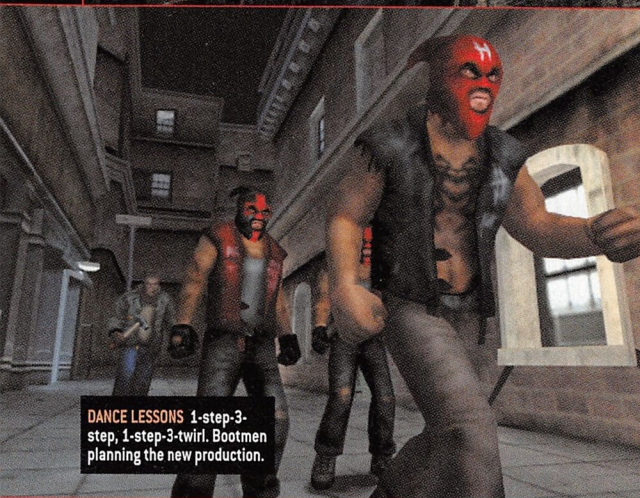


STEALTHY Most of *Manhunt*'s gameplay is based around stealth. Stick to the shadows!

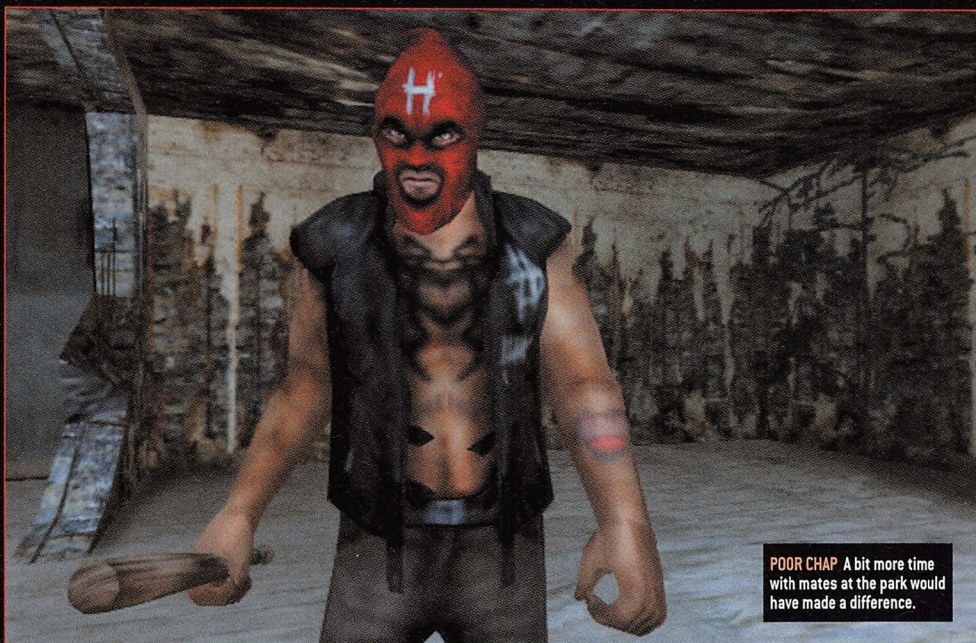




SHOPPING TIME Joe's store fell on hard times after the apocalypse.



DANCE LESSONS 1-step-3-step, 1-step-3-twirl. Bootmen planning the new production.



POOR CHAP A bit more time with mates at the park would have made a difference.

existence. Even as the player becomes desensitised by the repetition of simple murder, chillingly nightmarish scenes, such as a demented *Alice in Wonderland* rabbit man (evoking creepy memories of *Donnie Darko*), mean scares stem from both surprise and a growing penetration of the disturbing - our existence is at the whim of the Director.

But survival horror games have been delving into the mortifyingly unsettling for some time. What will separate *Manhunt* from those is the choice offered within each scenario. As is seen in titles like *Metal Gear Solid 2* and *Splinter Cell*, there are numerous solutions to each scenario. Exploit the AI's insistence to investigate suspicious noises in dark isolated corners, and throttle him in silence with a plastic bag (now that's recycling!). Tackle him with fisticuffs, or slice him with the cleaver. Heck, even a simple timed run can let you sneak past, which is, despite the Director's wishes, always an option. What unspeakable further punishment Cash would have to endure for such a stunt is yet to be revealed. The point is, unlike many survival-horror games, you use your head, not just that itchy trigger finger or static problem solver.

Similarly, it's got stealth shooters beat with its combat, which, although being a long way from *Soul Calibur II*, requires an appreciation of a variety of strategies based mainly around the weapons. Range, speed and damage vary throughout the catalogue of items. And while we can't confirm much beyond those weapons previously mentioned, rest assured that *Manhunt* will include gems well out of the ordinary. Personally, I'd like to see someone try to kill someone with a nice size 11 Nike trainer. Now that would be entertainment.

The shooting elements are strongly reminiscent of *GTA3* in that L1 targets the nearest energy in your field of view. Aiming for particular body parts simply requires a quick direction on the right stick, and you'll be headshotting your way to stardom and, hopefully, freedom.

NOT ALL TORN LIMBS AND CRACKED SKULLS

Some doubts remain though. This is hugely ambitious project - changing the landscape of videogames doesn't happen too often. Although, it might as well be Rockstar who try, as they're the last group to achieve it anyway.

Specifically, the PS2 hardware isn't getting any younger, and to create an experience that warrants such extreme violence will be tough. To the game's credit though it does appear to be very stylistically coherent, which should ensure that the very serious subject matter is dealt with accordingly.

Crucially, the game's intention to focus on the psychological means that the setting appears, beyond the depression of its bleakness, to be fairly monotonous. Without gadgets, *Splinter Cell* wouldn't have been half as interesting - will fear and terror offer adequate substitute?

In any case, Rockstar's novel story basis demands interest, while the mystery surrounding the Director and Cash himself is only heightened by these names' legendary ties (see Facts! and Cash boxes).

In the end, *Manhunt*, if successful, will establish Rockstar North as possibly the world's finest development studio. Still, there are plenty of hurdles to overcome (least of all the OFLC). At this point, we've got more *Manhunt* questions than answers - particularly exactly how well the game plays. It's big, it's new, it's coming. Expect much much more news very very soon.

/JACKSON GOTHE-SNAPE

HISTORY LESSON: ROCKSTAR NORTH

TAKE A KNEE AND LISTEN UP, IT'S TIME FOR A PSW TALE

We know all about *Vice City*, *GTA3* and *Oni*. But Rockstar North have a far richer history than just that. Sure, the individuals involved might have changed over the years, but the company must be doing something right - and it's not just milking franchises! Come on now: five *Lemmings* games? Six *GTA*s? Lucky *Vice City* made us love you, you crazy cats! Here's a rundown of some of their earlier achievements, some good, some bad.

Unirally (1994 - SNES)

One of the Super Nintendo's hidden gems, this game had you controlling unicycles without riders! Huge side-scrolling crazy fun in two player. Somehow, DMA made it work. The game kind of resembled one of those bits in *Sonic* where you were in a ball and rolling around on loops and ramps. Kind of. Here's a bit of trivia as well: Incredibly, this was published by Nintendo - how times have changed. DMA were actually signed on for the N64 as well, but didn't really perform. If only Nintendo had persevered until the glorious *GTA3* days.



Oh No! More Lemmings (1991 - PC, Amiga)

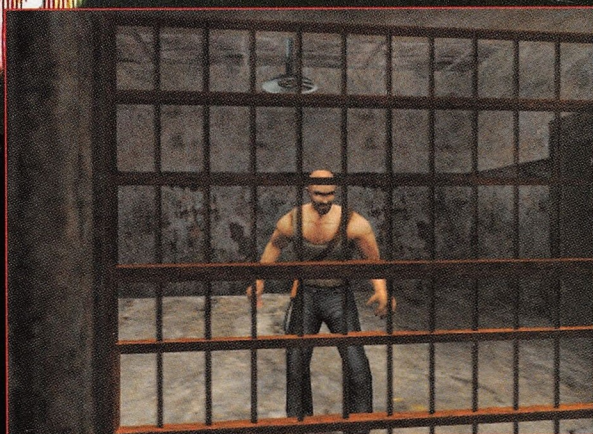
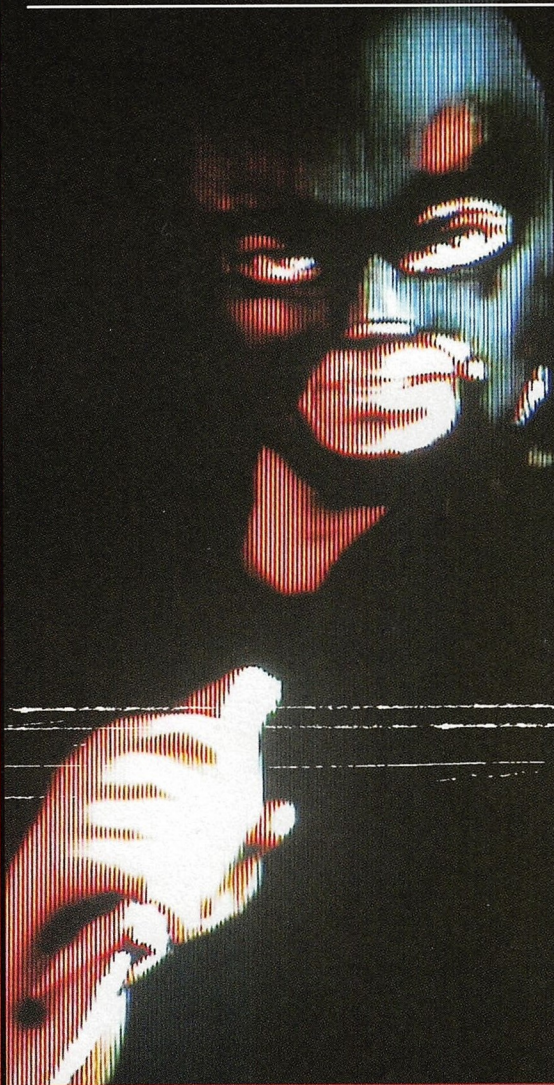
Of the five *Lemmings* releases, we've chosen this one, simply because of the acutely self-aware title. Maybe. Anyway, for those of too young, too ignorant or too smart to care, *Lemmings* was a successful series mainly on the PC in the early nineties. A puzzle game, *Oh No! More Lemmings*, the standalone semi-sequel to the original (released the previous year) involved helping a stream of lemmings get to their goal by placing signs around 2D levels and finding roots by digging holes or constructing stairs. A pretty funky little game actually.

Blood Money (1989 - PC, Commodore 64, Amiga)

In our dreams, this would be the precursor to *Manhunt*, telling the story of Starkweather's rise to power through the Carcer City underworld ranks. It's not. Instead, it's the slightly better received sequel to DMA's earlier 1989 release *Menace*. *Blood Money* was simply a typical side-scrolling shooter in the R-Type mould. That's right, not much blood at all. You can download it from the internet, it's only a few hundred kilo-bytes. Although, you'd probably be better off doing other stuff. Like playing Ultimate Frisbee. Or OzTag.



"YOU'LL BE HEAD-SHOTTING YOUR WAY TO STARDOM"



NYER NYER Might as well rub it in while you can.

MANHUNT TO DO LIST

> COMEDY, BLACK WITH TWO

Rockstar's previous successes were founded on a glowing comic streak. With *Manhunt*'s serious subject matter, if they can produce some dark gags then they'll be laughing (heh).

> A PRODUCT OF THE GAMING REFINERY

While *Manhunt* promises a revolution in horror, it will not become a great game unless it refines the principles of past stealth/action titles. Move over *Splinter Cell* eh.

> VARIETY, OF THE VARIOUS VARIETY

Sure, executions are fun, as is ultra-violence, but the game's fairly low-tech setting means that the Director will have to come up with some great set pieces to keep us playing.





THE DRIVING FORCE

PSW tracks down *Gran Turismo 4* creator, Kazunori Yamauchi, puts its ear to his exhaust pipe and catches a fiery blast of the latest info right in the face. Now we know how the online modes will work, where the new tracks are, what the new cars are, why the single-player game will be better than ever and what happens to low-down dirty cheats. Sweet.

>> IT'S IMMEDIATELY OBVIOUS FROM THE assembled screenshots that *Gran Turismo 4* developer Polyphony has found a sixth gear on PlayStation2 that very few knew existed. This is your machine running flat out, all pistons firing, the engine on the verge of overheating, the driver on the verge of blacking out. But even the mighty PS2 has its limits, and that makes *GT* supremo Kazunori Yamauchi angry, and when Kazunori gets angry he grows and grows and grows until he's looking down on 60-storey skyscrapers, swatting helicopters like flies and toppling over entire buildings as though they were made from Jenga blocks and wet Blu-Tack. OK, so he doesn't. Just because he's Japanese doesn't mean he's related to Godzilla. Or so the PSW legal department tells us. All he actually does is wrinkle his cute button nose up a little and find a way to get around it.

Case in point, the online play in *GT4*. To be honest, the PS2 Broadband Adapter just isn't fast enough to cope with the level of information Kazunori wants it to be able to digest. He's already had to rule out the possibility of communicating with rival players via the USB headset (we asked him again anyway just in case he's changed his mind. He hasn't). Now he's got the worry of making sure the overall experience of the multiplayer game is consistent with the standards of the single-player game.

PSW sat down with him to share his pain. Two straws please barman: "It's clear at this point that due to network latency problems, the delicate feel and movement of the cars in *Gran Turismo* will be lost. The network latency problem is inevitable and cannot be solved until we have network speeds without limits. My biggest concern at the moment is that I don't want our game >



to feel as though it doesn't meet up to the standards of the *Gran Turismo* franchise. The last thing I want is for *GT4* to feel like another average racing game."

While there's very little chance of that, it's still clear that sacrifices will have to be made when it comes to online multiplayer. Whether that means slightly less detail graphically or a loss of speed in terms of the actual races, we can't say. What we can tell you is that Kazunori has made a personal promise to *PSW* that he'll do everything he can to ensure that internet races are as smooth and as fast as technically possible, even if that means working really late every night for the rest of his life and never seeing his children ever again. As a matter of fact, he's down in his laboratory right now, a squealing PS2 strapped into a giant iron vice. And if we know Kazunori like we think we know Kazunori, he'll squeeze it and squeeze it until it breaks. For this is a man who will never stop asking for more power from your machine.

GT PARTY

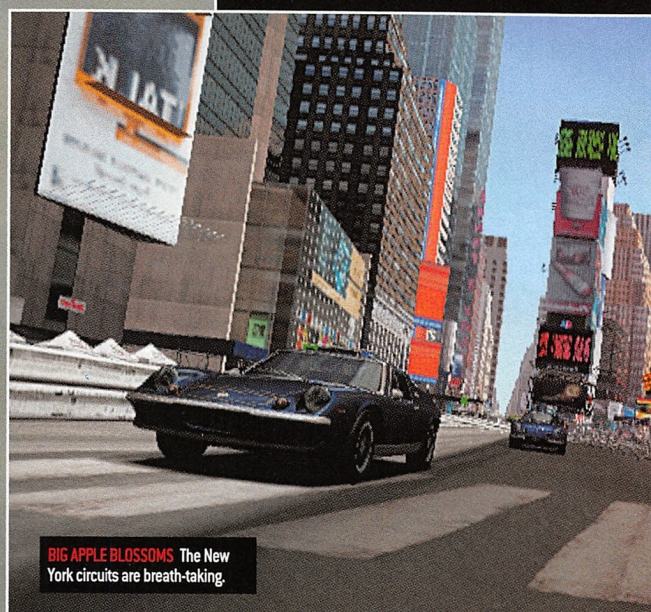
Provided he can figure out a way to get the online races looking respectable (he will), Kazunori plans to compliment the one-off races with ongoing champi-

WINDSCREEN VIPER Expect more muscle cars this time around.



onships that groups of players will be able to set up independently. Again, he's tentative when it comes to making firm promises but did confirm to *PSW* that it's very much within his thinking to have a range of cup and league competitions for gamers to partake in. Forums and open garages, where players can trade cars and configurations, should help to bring *GT4* owners together, fostering a real sense of community. That's the plan.

Fear not young single-player, for you shall be well catered for, too. The multiplayer aspect of *GT4*, though vitally important (least of all for Sony, currently scrambling overseas to find a life-raft large enough to accommodate its drowning Broadband Adapter) is nevertheless secondary to the solo game. Kazunori's first point of order in terms of improving the single-player experience was to refine the behaviour of the computer-controlled cars, whose inability to offer you anything approaching a serious challenge left so much of *Gran Turismo 3* flat and uninteresting. When we put this to



BIG APPLE BLOSSOMS The New York circuits are breath-taking.



CORNER FLAG Dirty drivers will have to start behaving.



BRAIN IN GEAR Computer cars will now consider their race tactics.

"KAZUNORI IS IN HIS LABORATORY RIGHT NOW WITH A SQUEALING PS2 STRAPPED INTO A GIANT IRON VICE"



SLOW LEARNER The new Mini is a good motor for beginners.

Kazunori, he took it remarkably well. He knows that the races in previous *Gran Turismo* games paled in comparison to titles like *TOCA Race Driver* and this time he plans to set it straight.

"Simply put, in the past the artificial intelligence could only react to things that were occurring at that exact instant or moment. Our goal is to take this a step further by allowing the AI to give a good estimation of what is to happen in the next few seconds." What this means is that the PS2 drivers in *GT4* will consider the consequences of their actions first and carry them out second. This won't only affect the way they react towards you, perhaps forcing them to slow and allow you overtake if there's no safe way of stopping you, it'll also shape the way they interact with each other. The end result will be a more competitive, tighter field of drivers that actually race against each other. And that's unprecedented within the *GT* universe. (NOTE: That last sentence is possibly the most serious we've ever printed in *PSW*. Just glad you could share the moment.)

As well as armour-plating the artificial intelligence of your PlayStation2, Kazunori has also made efforts to close a number of loopholes that cheating *GT3*

players exploited to thief undeserved victories from the pockets of rightful victors. Like cutting corners, which now really upsets race marshals: "When you stray too far from the track, a black flag will be displayed. Players will then notice that for a certain amount of time there will be a speed limiter applied to their vehicle. The limitation to speed and the amount of time per penalty will most likely vary by each course."

It's a minor change, admittedly, but one that promises to have massive repercussions on the nature of the play. For while the lack of damage modelling means you're still able to bump your way around corners without fear of your motor crumpling into nothing, the inclusion of a rigid penalty system for skipping sections of the track will force you to curb some of the more reckless habits you've picked up over the course of three previous *GT* games. We're yet to see the system in action – Kazunori mut-



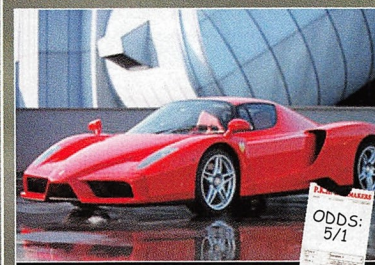
GRAN NATIONAL

THE STUFF WE WANT TO SEE IN *GT4*, ALONG WITH THE CHANCES OF IT ACTUALLY HAPPENING.



1 > DRAG RACING

No car is faster or more phallic than the dragster. That's why we're on bended knee right now, asking Polyphony to have a Drag mode ready for the final version. *PSW bookie says* > "An outside bet. The Online mode and the new handling system seem to be keeping the developers pretty busy. Doubtful they'd have time."



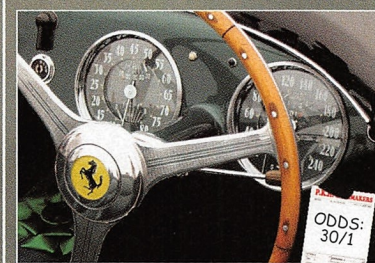
2 > FERRARIS

Along with Lamborghini, Ferrari is the manufacturer we'd most like to see in *GT4*. There's still no definite word, though negotiations are apparently ongoing. *PSW bookie says* > "I've had a word with Greek Mickey and he reckons we'll definitely be driving Ferraris. Then again, he is a professional bullshitter."



3 > MOTORBIKES

Why must we be forever restricted to transport of the four-wheeled flavour? Why not answer all our prayers by throwing a couple of bikes into the mix? *PSW bookie says* > "Only gamble what you can afford to lose on this one. Maybe bikes for *Gran Turismo 5*, but not in time for *Gran Turismo 4*."

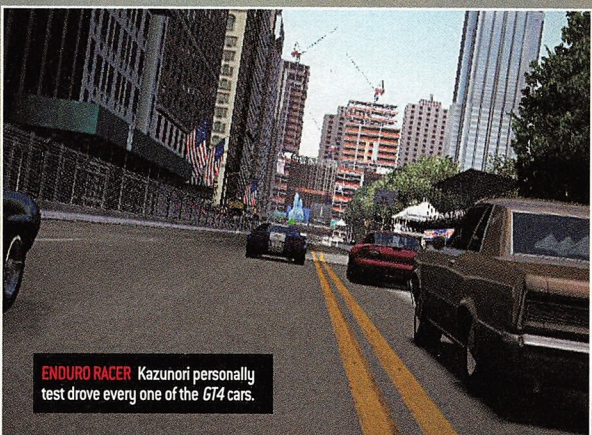


4 > INTERIORS

While exteriors have always been photo-realistic, we've never seen the inside of a *GT* motor. Make the cars look as good inside as they do on the outside. *PSW bookie says* > "Again, the only concern here is whether or not Polyphony will have enough time. Kazunori will only do it if he can do it right."



LICENSED TO GRILL The level of detail in *GT4* is frankly ridiculous.



ENDURO RACER Kazunori personally test drove every one of the *GT4* cars.

"KAZUNORI WON'T RUSH THIS FOR ANYONE. AND IF THAT MEANS FURROWING THE BROWS OF 6.36 BILLION EARTHLINGS, THEN SO BE IT."

tered something about his tea being ready and wanting to watch *Thundercats* on DVD when we asked him for a practical demonstration – but we're all in favour of introducing a little more in the way of order to the rather rowdy races of *GT3*, even if we'll probably regret saying that when yet more speed restrictions cost us yet more championship points and yet more silverware.

MODEL DRIVERS

Another new challenge has been thrown in the path of the Polyphony steamroller by the inclusion of convertibles in the car list for the first time in the series' history; at long last they're going to have to show us the actual drivers. We'd heard that Kazunori was planning to allow gamers to customise their characters, but he'd never specified to what degree. So we nailed him on it. "Players will have the freedom to choose the helmet, racing suit, gloves and the shoes. Within these boundaries, we hope to allow for the player to have the freedom to create a number of different designs. The drivers' faces, however, will not be seen."

Scope to colour coordinate your character? Most definitely. The ability to scan your face into the game? Not a hope. You wouldn't see it under the hel-

met anyway. (Is that a double entendre? We're so desensitised to such things these days, we can't even tell.) Still, it would've been nice, if entirely pointless.

At this point in the interview, we turned the conversation towards tracks, with particular interest on those based on real-world locations. Thus far we've seen the Grand Canyon and we've seen New York City, and both look marvelous. So where else can we expect to be going on our *Gran Turismo* safari? Well, how does Japan sound for stopovers at both the Tsukuba Circuit and the world-famous Fuji Speedway? We also can reveal that there are several more European and American raceways to come, we just can't reveal what they are. Because Kazunori hasn't quite made up his mind. We did start a slow handclap in an effort to force him to decide on the spot, but it came to nothing.

Kazunori was equally cagey when it came to the subject of the game's final release date. We gave him ample opportunity during our chat to end speculation as to when *GT4* will be finally rolling from showroom floors to have the sheen of its magnificent leather interior dirtied by our sweaty arses and those of filthy children, but he refused. In fact, he visibly flinched like a puppy in the shadow of a rolled up newspaper when we outright asked him when we could expect to be playing *GT4*. "We hope to finish by the end of the year," is the most we could get of him, ten words that tell us pretty much nothing. Besides the fact that he hopes to finish the game. And that he



STRIKE UP THE BROADBAND Plans are afoot to set up massive ongoing online competitions.



NET PROFIT It's the prospect of online play that really gets us.



MOTOR GLOAT *GT4*'s car count goes up by the day.



LAP IT UP Polyphony is still working on more real-world tracks.



HIGHLY CLASSIFIED

A SELECTION OF THE MORE INTERESTING MOTORS FEATURED IN *GT4*.



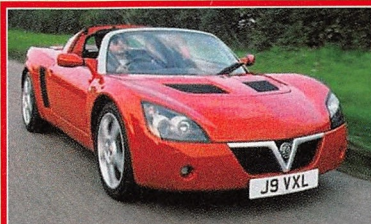
Smart Coupe A urinal yellow Smart car, no MOT, not for the easily embarrassed. This two-seater is an ideal choice for the racer on a tight budget. Sure, it's an absolute vulgarity, but it can move. Backwards as well as forward. 14,950 credits ono.



Morgan Aero 8 Le Mans I really haven't the faintest inkling why I bought this car. It's so foul I have to draw the curtains when I'm in my living room so I don't have to look at it. Make me an offer on it. Please. 129,000 credits is all it takes.

2003 Bentley Continental GT

Grey, central locking and one intriguing fudge stain in the shape of Mahatma Gandhi on the passenger seat. Don't even bother to look at this advert unless you're seriously wealthy. You'll play *GT4* for hours before you can afford this bad boy. 99,750 credits.



Vauxhall VX220 Turbo Look, that's me driving it in the photo. Essentially a Lotus Elise with a Vauxhall badge, the VX220 Turbo is one of the most sought after convertibles in the game. Drives very well. Yours for just 115,000 credits.



TVR Tamora Full tax and MOT, smells faintly of almonds. On the plus side, it accelerates faster than a Porsche 911, houses a 350bhp engine and makes strange animal noises when you approach its top speed. Would exchange for pornography.

measures time in years.

What is clear is that Kazunori won't rush this, the biggest leap forward the *Gran Turismo* series has ever taken, for anyone. Everything has to be perfect, from the online play and driver models to the new courses and extra car parts. If that means furrowing the brows of 6.36 billion Earthlings, forcing them through additional months of wall-climbing, cat-kicking hell, then so be it. From our calculations (and presuming that Sony wasn't fibbing when it promised us the fourth game would have a simultaneous global release), we estimate December 2003 to be the month to cross out in your diaries. Yes, we know that's an awful long way away, but at least it gives you time to get your life in order. So if you're in prison, clean up your act and apply for parole; if you work full-time, mess around, turn up late and pray that the

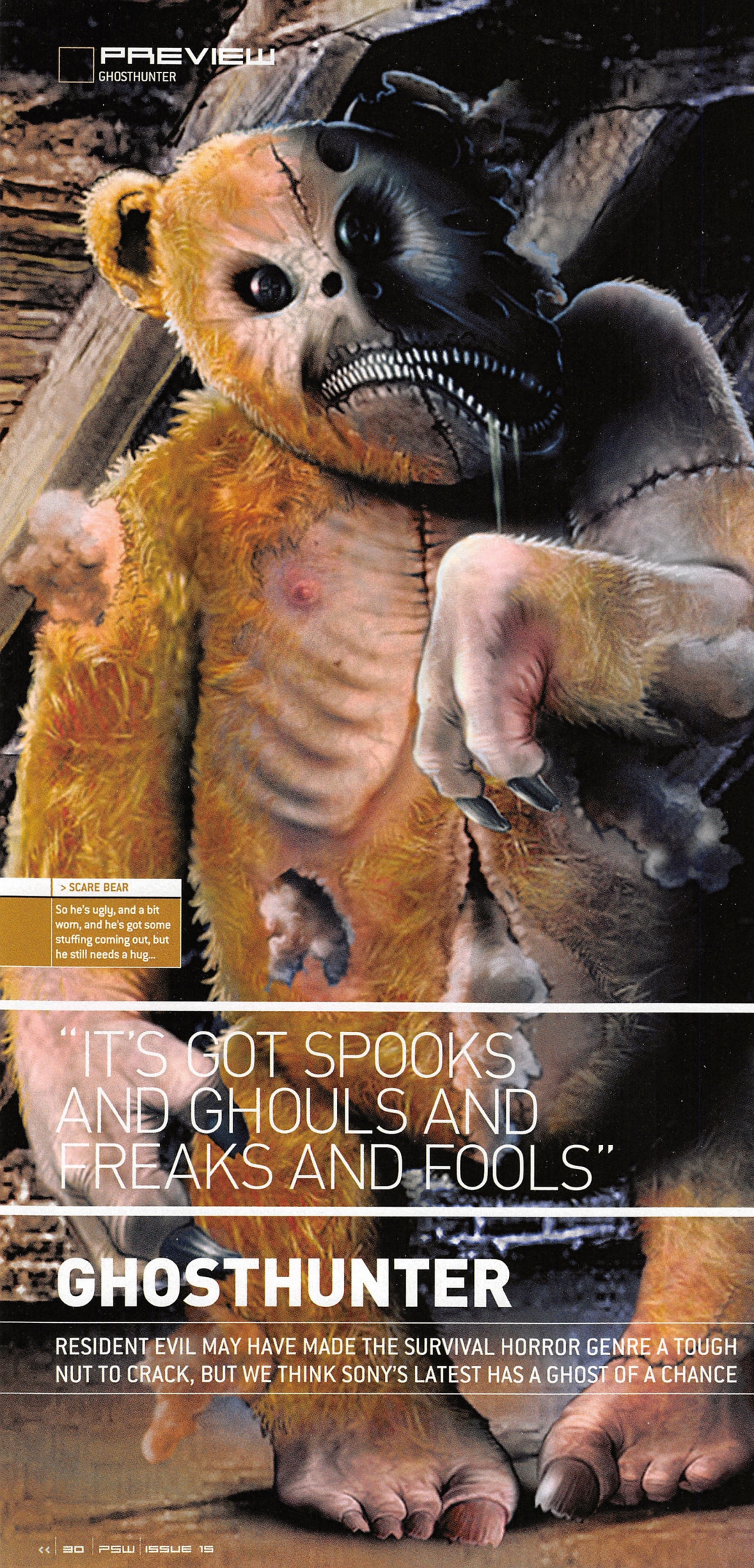
Rolex of redundancy lands on your wrist; and if you've got a girlfriend, stop washing, start wailing and hope that she takes the hint.

KEEPING SECRETS

We asked Kazunori a load more questions that he was either unwilling or unable to answer. So if you're wondering about how the car museum is going to work (apparently it'll house data on classic motors and feature exhibitions of famous manufacturers), whether or not *GT4* will feature Ferraris, or what songs have been licensed for the soundtrack, join the queue.

One minor issue Kazunori did clear up regarded the long-rumoured Management mode, which apparently gave you the opportunity to run a racing team. The idea was that you'd set up the cars, issue the race strategies and hire the drivers. Well, anyway, it's not happening. To be fair it always did sound chuff. Not that we told him that or anything. You don't want to make Kazunori angry. Seriously.

/ JON BROWN



> SCARE BEAR

So he's ugly, and a bit worn, and he's got some stuffing coming out, but he still needs a hug...

“IT’S GOT SPOOKS
AND GHOULS AND
FREAKS AND FOOLS”

GHOSTHUNTER

RESIDENT EVIL MAY HAVE MADE THE SURVIVAL HORROR GENRE A TOUGH NUT TO CRACK, BUT WE THINK SONY’S LATEST HAS A GHOST OF A CHANCE

> GENRE	ACTION ADVENTURE
> DEVELOPER	SONY CAMBRIDGE
> PUBLISHER	SONY
> ONLINE	NO
> ETA	DECEMBER 2003

LAZARUS JONES HAS A PROBLEM. FIRST DAY on the job as a tough Detroit cop and already he's back in school. No ordinary school, you understand. This isn't some kind of *Police Academy 3: Back in Training* situation. No, this school is different. Closed down years ago after several kids got killed in a bizarre series of unsolved murders different. With a chilling start like that you can be sure that *Ghosthunter*, the latest effort from Sony's talented Cambridge studio, isn't the sort of game you'll be playing with granny. Not unless she likes watching phantom schoolgirls vomit up free-roaming, vaporous, full-torso apparitions that is.

However, at PSW that's exactly the kind of thing we love. Brought up on a diet of rotting flesh and small-town murders à la *Resident Evil* and *Silent Hill*, there's nothing we like more than a spot of survival horror and *Ghosthunter* looks like delivering it by the veritable decomposing corpse load. Only there's more to it than that. This isn't just survival horror *per se*, this is what Creative Director, James Shepherd, is referring to as "survival horror 'evolved'". It still retains the same shocks, monsters, guns and gadgets which we've come to expect from the genre, but there's now a much greater emphasis on action and IQ-stretching puzzles.

More explosions and less obtuse lock-and-key conundrums? Sounds like a good plan to us.

HE SLIMED ME

So, exactly what type of game is *Ghosthunter* then? Well according to the development team *Ghosthunter* is exactly that; a hunting game with ghosts. A ghost safari if you will, which explains the whole 'new-and-improved' action element, but what about those puzzles? How do they work in survival horror evolved?

It's simple really. Tired of the way some games allow you to zoom through loads of action areas only to stop you with a puzzle that needs a paper and pen to solve, James and his development team have created a puzzle system that cleverly ties the brain teasers directly into the action on screen.

An example of this new approach can be seen as Lazarus goes head-to-head with poltergeists in a school chemistry lab. He can't see the little blighters, but he can certainly feel the objects they're chucking at him. Answer? Mix a few handy placed chemicals (while avoiding the flying objects, naturally), heat them on the Bunsen burner and fill the room with smoke. Result: ghosts are cunningly revealed.

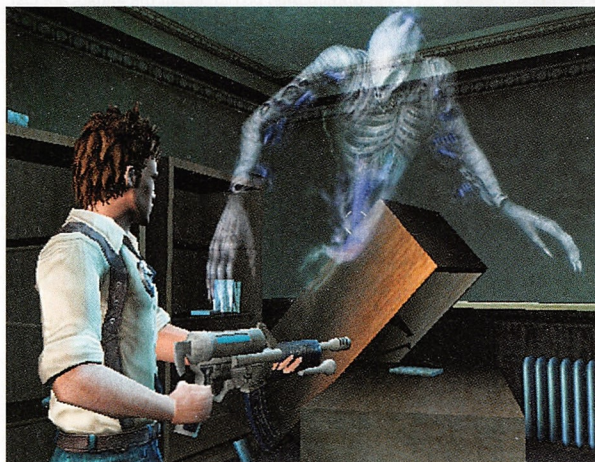
Sound familiar? That's because the idea was shamelessly stolen from Paul Verhoeven's raucous horror film *Hollow Man* and, as the development team readily admit, that's not the only film the folks at Studio Cambridge have borrowed from for inspiration. *Texas Chainsaw Massacre*, *Psycho*, *Deep Rising*, *The Ring* – all have been plundered to help create the perfect mix of outlandish environments and scary monsters.

Take the haunting *Deliverance*-style swamp realm as an example, filled with alligator demons and spectral rednecks. To use Sony Cambridge's own vernacular, rednecks can be terrifying bunch given "They're either out to bum you or kill you with a chainsaw."

Top of the list in the inspiration stakes, though, is the seminal *Ghostbusters*, and that's



BEAR BEHIND He must be suffering from furry guts.



WHAT A SPECTRE-CLE See! We told you it had properly stunning ghost effects.



BUTCHER'S APRON That's an awful lot of blood to explain.



DELIVER ME FROM EVIL There's something nasty in the swamp.



MR CELLOPHANE You can look right through him!

MONSTER MONSTER

TEDDY BEAR GETS BIG AND MOLESTS YOUNG GIRL



>> ONE ASPECT STUDIO CAMBRIDGE IS WORKING very hard on is the monster design. Rather than bombarding us with the usual round of zombies and mutant Dobermanns, though, there's been a concerted effort to present monsters with a twist. For example, one task in the game has you hunting down a group of mischievous child spirits, but upon catching up with them their teddy bears mutate in to giant hulks of angry fur and stuffing, and the child becomes the makeshift club. Another boss monster begins as an alligator, but halfway through it vomits up a putrid redneck hunter, who then proceeds to bash the crap out of you with the alligator still hanging on to his arm!

SWAMP FIEND
Did you draw this? If so you need help. Now.



ECTO BULLETS The guns are enhanced to hurt the spooks.

GHOSTHUNTER FACT!

> GHOST STORIES

From the people who brought us *Primal* comes a new game that pits Detroit cops against spooky ghosts. Scary!

> DEAD FRIENDS

Like *Primal* there are two playable characters: cop Lazarus primarily and, at points, the female spirit Astral.

> ACTION CONTRAPTION

Ghostbusting weaponry is a must for the hunting sections, as are cool accessories such as the ghost goggles.

> RENTAGOBBS

There's some top voice work in it too, including the fruity tones of the new Prof. Dumbledore, Michael Gambon.



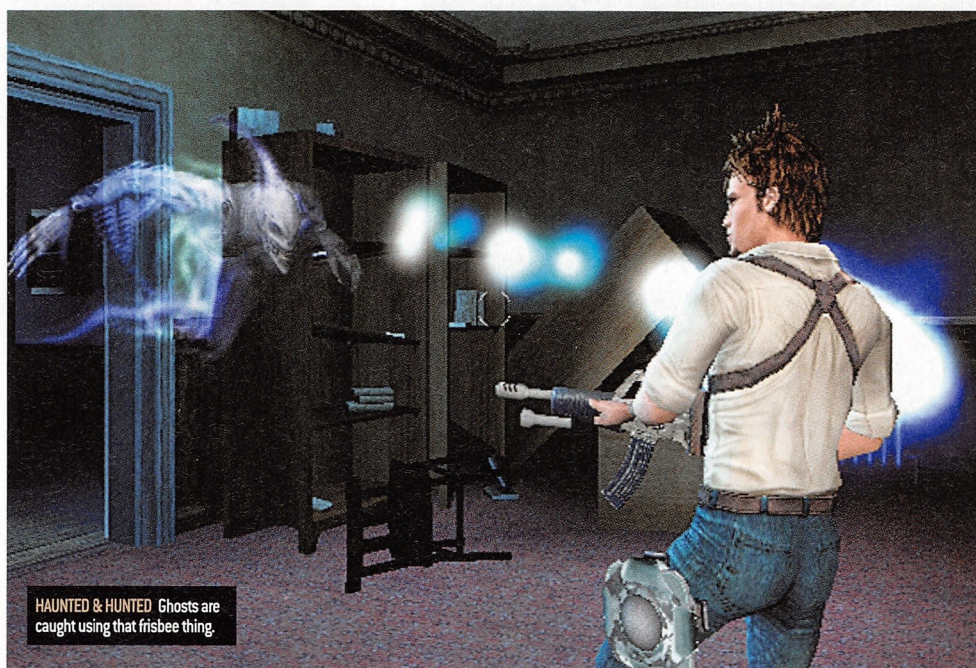


SOUL BURNS Lizardman's bro makes an appearance.

“LAZARUS
PACKS A NICE
RANGE OF
SPECTRE-
ENHANCED
WEAPONRY”



BOO! HISS! The villain of the peace in all his evil glory.



HAUNTED & HUNTED Ghosts are caught using that frisbee thing.

WHAT THE MAKERS SAY

“I WANT IT TO BE A SCARY GAME – IT’S DARK AND UNNERVING – BUT IT’S MORE PSYCHOLOGICALLY SCARY THAN REVULSION SCARY. ANYBODY CAN DO LOTS OF BLOOD AND GUTS, THAT’S EASY.”

where the hunting element comes in to play, with Lazarus spending the majority of the game tracking down the spirits he accidentally frees from a *Ghostbusters*-style containment facility.

DON'T CROSS THE STREAMS

The big question is, how exactly do you catch something which has no physical presence? Well there are no particle accelerators or ghost traps in this alternate reality, but Lazarus does pack a nice range of spectre-enhanced weaponry, along with the all-important Capture Grenade: a device that once lodged into a ghost's ethereal hide will help drag it into reality, before sending it back to the capture array.

Not that things will be easy for Lazarus. The folks he's up against might be dead, but that only makes them all-the-more dangerous. You'll be pitted against an army of malevolent sons-of-bitches, none of them willing to go down without a fight to the death, and here they're at a distinct advantage – they're dead already. You might be the *Ghosthunter* by name, but the ghosts are just as happy to hunt you down too and Studio Cambridge has managed to work some very impressive artificial intelligence tricks in to the game. Enemy ghosts work together as teams, trying to draw your attention and circle in behind you, and it's not unusual to see a wounded ghost back off in an attempt to get its breath back.

What's really impressive, though, are the amazing amount of special effects which have been packed into the game. *Ghosthunter* is not content with just looking good, it has to visually dazzle you at every point along the way. Transparent phantoms, hazy sunlight, swirling fog: if *Ghosthunter* had a pound for every stunning effect it boasted, it could probably go out and buy itself a Ferrari. Factory.

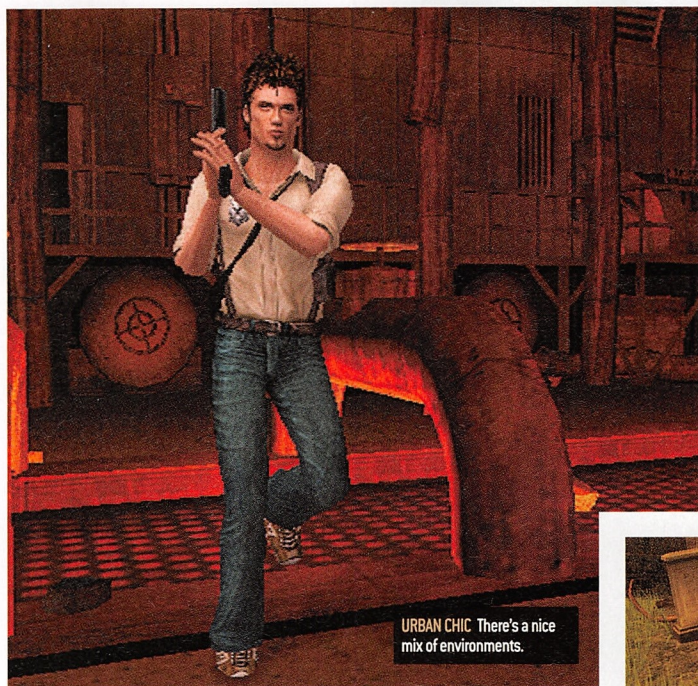
Music is another area that impresses, with a perfectly placed soundtrack that rises and falls according to Lazarus's on-screen antics. And then there's the celebrity voice overs as well (including the dulcet tones of famous English character actor Michael Gambon), all of which adds up to a spookily dark atmosphere that makes *Ghosthunter* a joy to play.

So it looks good, sounds great and there's a satisfying – quarterpounder-with-cheese-satisfying, we might add – mix of action and puzzles, but lets not forget the fact that it's not all Lazarus's show. Far from it. Not only is Lazarus a ghosthunter, he's a ghost carrier too, with a feisty female spirit called Astral having taken up residence in his psyche. Step on one of the astral 'swap points' scattered throughout the game and you'll be able to free Astral from Lazarus's fleshy husk and let her roam in places that her mortal host can't reach. Although Astral can't touch things in the corporeal world like Lazarus, she has sufficient telekinetic power to make small objects move, such as levers. So, Astral is a distinctly handy ally to have around when it comes to solving puzzles. Us though, we just enjoyed taking control of her because she looks mighty fine. You know, for a dead chick, who has a cloud of fog where her legs should be. Does that make us sound very strange?

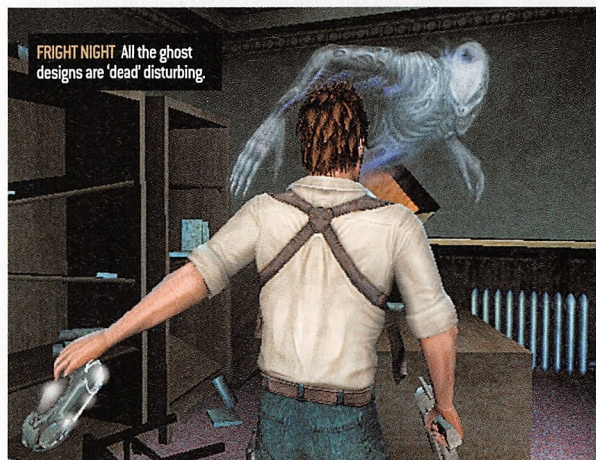
FIRST OPINIONS

The one lasting impression *Ghosthunter* made on us at *PSW* is, it looks absolutely gorgeous. The gameplay is literally packed to bursting point, combining a solid mix of action and puzzle solving. All we need now are plenty of scares and we could well be looking at a superb new horror franchise.

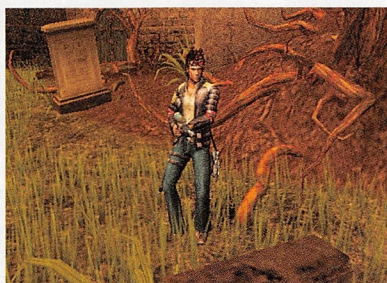
/ MARK ROBINS



URBAN CHIC There's a nice mix of environments.



FRIGHT NIGHT All the ghost designs are 'dead' disturbing.



GRAVE MISTAKE Showdown at the dead centre of the city.



HE'S BEHIND YOU! Lazarus gets into the panto atmosphere.



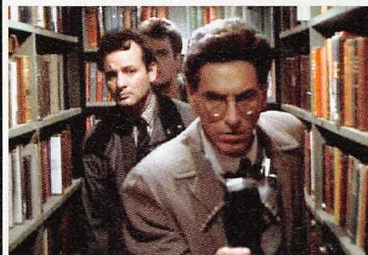
DAMSEL IN DISTRESS Time to start that rescue mission.



CHAINSAW MASSACRE And the game's rating says..?

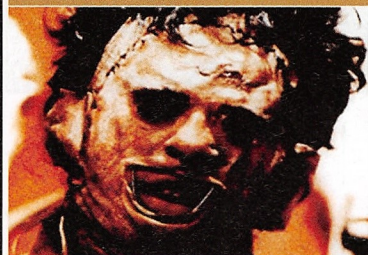
CREEPSHOW

THE BEST IDEAS ARE ALWAYS SOMEONE ELSE'S



>> GHOSTBUSTERS

Imagine *Ghostbusters* had just one hero instead of four, and imagine he was a cop, and possessed, and his partner had been abducted (by a ghost, naturally) and you'd have the plot for *Ghosthunter*. Still, imitate the best we say.



>> TEXAS CHAINSAW MASSACRE

A heart-warming film based on the true story of a troubled young man who murdered people and wore their skin on his face. This, along with *Deliverance*, was a major influence on the scary, deep American south swamp levels.



>> DEEP RISING

Although not really considered a 'classic' of modern horror cinema, there's nowt quite as scary as monsters from beneath the sea. Hence you can expect *Ghosthunter* to have a level set on a boat, complete with dead sailors and a bloody great big squid monster.



> SPACE SENTINELS

See the slant of Clank's eyes? See Ratchet's bared teeth? Edgy, they're saying. Believe.

"IT'S ANOTHER EXCUSE FOR FACING OFF AGAINST HORDES OF XENOMORPHS"

RATCHET AND CLANK: LOCKED AND LOADED

PASS US THAT GUN. NO, THE ONE WITH THE TECH GRENADES. NO, THE OTHER ONE WITH THE TECH GRENADES. OH, I'LL GET IT MYSELF...

> GENRE	ACTION ADVENTURE
> DEVELOPER	INSOMNIAC GAMES
> PUBLISHER	SONY
> ONLINE	NO
> ETA	NOVEMBER

GAME NAMES CHANGE FASTER THAN

comedy ringtones around here. The second *Ratchet and Clank* was going to be subtitled *Going Commando*, but it's just been ditched in favour of *Locked and Loaded*. A change which conjures up more of a macho ideal and less of a "no underpants" image, we guess. But the important bit, the game underneath, is looking every bit as lovingly crafted as the first *Ratchet and Clank* title – and that's saying something.

If you were hoping for a different direction for the series, you'll be disappointed. But, quite frankly, if you were looking for a different direction for the series, why were you playing it in the first place? Just like the first game, the emphasis is still on jumping and shooting through sci-fi comedy cartoon worlds, so well realised that we've scarily taken to thinking of them as real, subconsciously. You've got to respect the fact that this sequel's been released fairly soon after the last game, yet it still looks incredibly polished. There's no doubt the graphics look even better, using a souped-up version of the GOAL graphics engine last seen in the previous game (and *Jak and Daxter*) to tremendous effect.

CORP STEALING

The set-up's simple. Just as diffident adminstro-bot Clank thought he could happily settle back into a life of mindless labour, spunky fat-eared alien Ratchet grabs him and whisks him off to a galaxy far, far away, where the monolithic MegaCorp rules all. The MegaCorp bosses want them to find a lost experiment – Ratchet wants to become a galactic commando – it's another excuse for facing off against hordes of gun-toting xenomorphs and scaling the dizzy heights of all-new planetary landscapes. As for the list of standard, minimum-requirements-for-us-to-shell-out type extras, all levels are now 150% larger. Does that mean they're half as large again or that they're two and a half times as big as before? We don't know, and frankly we don't think you do either, so we'll let it slide. It's not as if the levels from the first game were tiny.

These new worlds are looking lush, and there are 20 of them. As with the original *Ratchet and Clank*, these aren't so much planets as collections of giant platforms suspended in space, with the attendant problems of instant death if you end up falling off the edge. As enemy bots will kick you off the side of them if you're too near, it's something you've got to watch out for. We're not best pleased to see the inclusion of a freezing planet complete with snowdrifts and ice – we thought platform games had got over that by now. Except, of course, the *Ratchet and Clank* series isn't what Sony are calling a platform game any more. Oh no, in spite of all the jumping, cutesy characters and Saturday-morning-cartoon-style enemies, it's an "action adventure" game now.

Perhaps the biggest new addition to the roster of gameplay stunts are the minigames, so big and clever that in *Ratchet and Clank: Locked and Loaded* they've been hilariously renamed "Maxigames" (This is where your gaming money goes, guys: paying videogames scriptwriters to think up stuff like that. Bastard probably got a raise for it, too. Excuse us while we change writing jobs). The thing is, from what we've seen, the subgames are probably worth



WHAT A BLAST Ratchet tries some basic civic disorder.



THAW POINT That won't unfreeze the ice world. But nice try.



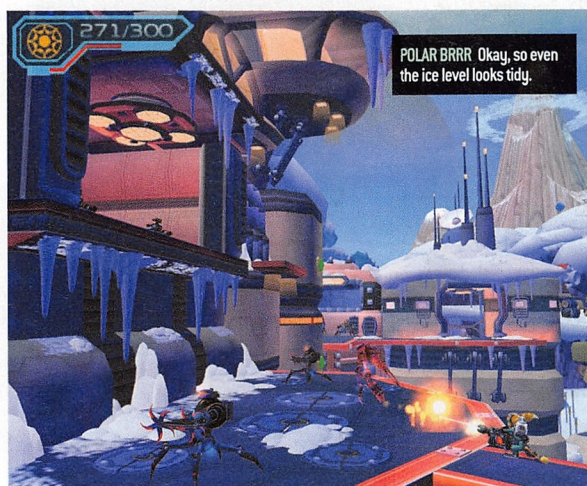
FLAME ON Pity the tiny bods in front of Ratchet's fire gun.



GIVES YOU WINGS What's this? Flying sections too? Lumme!



BUG OUT That's a nasty case of... giant insect.



POLAR BRRR Okay, so even the ice level looks tidy.

MAX GAIN

SOME OF RATCHET'S MINIGAMES WILL ROCK YOUR FUTURE WORLD!



>> SPHERE WORLDS

You have to see these. Ratchet wanders round planets so small that you can loop them in about 30 seconds, filled with traps, monsters, and most of all giant towers that allow you to leap round the mini-worlds in a breathtaking display of graphical prowess. Simple concept, fantastic execution. Did they make us feel a bit motion sick? Yes. Did we mind? Oh no.



1st Place-- Laps: 0 TrackPos: (457)

>> HOVERBIKE RACING

It's a fairly standard gimmick to put in a sci-fi game, but *Locked and Loaded's* done it well. The racing here is more like a scaled-down version of *WipeOut* than a kiddie kart racer: as well as a variety of weapons including heat-seeking missiles, shields and lasers, you can also collect boosts which are crucial to a proper win. Very fast, very addictive.



>> GLADIATOR ARENAS

Another classic video game concept: you in an arena, with ever-increasing fiend levels. But we've rarely seen it done this well. In between bouts you can buy new weapons, and the more sophisticated pieces you get, the more you'll have to kill for cash. Remember the old 2D game *Smash TV*? No? Well, it's a bit like that. Just ask your dad.



RATCHET AND CLANK FACT!

> SCRATCH IT AND...

The creator of *Ratchet and Clank* has described Ratchet as "kind of a dick" in interviews. You said it, not us, mate...

> WHAT'S IN A NAME?

The owner of *Locked and Loaded's* all-ruling MegaCorp is called Abercrombie Fizzwidge. Way to name a villain, lads.

> GIVE ME STRENGTH

By constantly killing enemies, Ratchet can increase his energy — but foes will become stronger over time too.

> DROPPING A CLANKER

All you Clank fans out there will be glad to know he's still fully playable for certain levels. Hello? Anyone?



"PROBLEMS
OF INSTANT
DEATH IF YOU
FALL OFF
THE EDGE
DO REMAIN"



WHAT THE MAKERS SAY

"AN ALL-NEW SCI-FI ADVENTURE, COMBINING ACTION-PLATFORM, EXPLORATION, ADVENTURE, PUZZLE-SOLVING, STRATEGY, ROLE-PLAYING AND RACING INTO ONE COMPELLING EXPERIENCE. RESULTING IN PLENTY OF EXPLOSIONS."

the name change. Check the Max Gain box for more information.

BLAM AND BLAST

And then there's the guns. Oh yes. It's hard to describe why the shooting in *Ratchet and Clank* was so satisfying the first time around. It wasn't just the carnage-causing aspect of it, not really, because after all you were only exploding cutesy little bots and aliens. It wasn't the sheer inventiveness of them either, although with weapons like the Mine Glove and the Taunter the designers had certainly had a few brainstormers: the kind that when you're down the pub seem embarrassingly simple ("why don't we make a gun that, like, fires other guns? That'd be sweeeet") but actually take days of headbanging frustration to come up with. No, the real reason why we liked the weapons in *Ratchet and Clank* was because the kill-to-shoot ratio felt so right. Some enemies only took one hit – pussies. Other, bigger lads could be disposed of in two or three shots. But whatever weapon you used, it always got the job done. Every gun had its uses and you never felt you were lumbered with a pointless weapon. Add in just a smidgen of auto-aim to make you feel like you're the boss, and Bob's your genetic double. If only all games could get it this right – Sony ought to hand out licences and only give them to decent games, if you ask us (Alright, we know they already do have an incredibly tough submissions procedure, don't write in...).

So the guns, then. Well, many of the old ones are still in here for a start, and you'll be able to use them if you've got a *Ratchet and Clank* save game lying around. If you don't, you'll still be able to pick them up along the way via the vendor terminals that pop up every so often, offering guns and ammo at knock-off prices. But there are some new additions, too: the Blast Gun is like an interplanetary version of a shotgun, and the Chopper is something like a self-propelled shuriken that returns to strike enemies twice. Weapons can be upgraded as you progress to improve their powers, meaning you won't always have to ditch old favourites in favour of posh new shooters. Not just in terms of the damage they cause, either. The actual style of attack will fundamentally alter as you power the weapons up, giving you all the more reason to wage your own little trans-galactic war.

Don't be fooled by the slightly "edgy" makeover they've given the characters; everything feels just like it did before. It's a matter of personal preference whether you prefer *Jak and Daxter's* jumping to *Ratchet and Clank's* shooting (or whether you think it's all a load of old kiddie-themed bollocks for that matter), but whatever you think, we expect a quality package. *Locked and Loaded* is out before Christmas... just in time for your old mum to confuse it with the first game, so you have to give her a big insincere smile when you unwrap the title you've already had for over a year in front of her. Bless.

FIRST OPINIONS

More of the same? Yep – but with more added extras than your rich mate's \$500-a-month sports 'n' strippers satellite package. The maxigames really stand out and add a lot of play hours to the main game, which is even smoother, sweeter and more inventive than before. If you've ever enjoyed a bout with the furry-eared boy and his mechanical mate, you're going to love what they've done here. If not, give this a look over, anyway. Go on...

/ JOFF BROWN



MAD BATTLE Death bubble vs floaty head! Eh? What?



HANDBAGS IN SPACE!

THE FULL STORY ON SONY'S IN-HOUSE SPATS



>> As we reported last issue, it seems like two of Sony's favourite development teams have been getting all arsey with each other. Here's the gossip: Sony developers, Naughty Dog came up with a superb way to move objects and back-grounds around on PS2 called the GOAL engine. They used it in *Jak and*

Daxter, then fellow team Insomniac modified it for *Ratchet and Clank* and gave it back to Naughty Dog. Now, it seems, they're all up in each other's faces about who has the better game and which team holds the key to the future of platform gaming. Allegedly. Could be to do with the fact both sequels are so similar?



ICICLE THIEVES The pair stir up chaos in a cold climate.



UN-SMALL WORLD We'd go so far as to call the planets... large.



SOUND AND LIGHT New Years Eve Sydney? No, Ratchet's miffed!



> SMUG SHOT

Come on. If you got all the gadgets, travel and pussy Bond did, you'd be looking like this too.

"TAKE CONTROL OF A CHOPPER AND RAIN DOWN STATE-SPONSORED DEATH"

JAMES BOND 007: EVERYTHING OR NOTHING

EVERYTHING'S CHANGED BUT THE NAME. COULD THIS BE THE BOND-UEST BOND GAME YET? WITH THRILLS, GADGETS, FIGHTS AND PUSSY GALORE.

> GENRE	ACTION ADVENTURE
> DEVELOPER	ELECTRONIC ARTS
> PUBLISHER	ELECTRONIC ARTS
> ETA	NOVEMBER
> ONLINE	NO

THERE'S PLENTY OF PEOPLE WHO WANT TO see the back of James Bond. One-eyed master criminals in undersea lairs, henchmen with arms like steel girders, those who think 20 films is quite frankly pushing the envelope a bit... Well, that lot should get ready to break out the Evil Bubbly, because Bond's back is all you'll be seeing in his new mission. Last time we played a *Bond* title (*Nightfire*, last year) you saw everything from Bond's point of view. This meant that the emphasis was more on shooting your way through every problem, than playing through the sort of rough-and-tumble action we love in the films. The game felt like *Bond*, but only in the same way that Pot Noodle tastes like food: you recognise the basic idea, but it's been so perverted it's turned into something else entirely. Something tasty, but somehow wrong.

All that has changed, for in *Everything or Nothing* Bond (in his Pierce Brosnan form) will appear before you on the screen, waiting for you to guide him through missions where you decide just how he achieves his goals. There's even the option to disguise Bond, although we're pretty sure that one of Bond's trademarks is that he never uses disguises. In practice, all this extra choice will mean you can either blast your way through or take the tricky route round. We're pretty sure we'll blast our way through as usual, and then wonder why we got shot in the back by an unseen minion. Will we never learn?

THE WORLD IS NOT ENOUGH

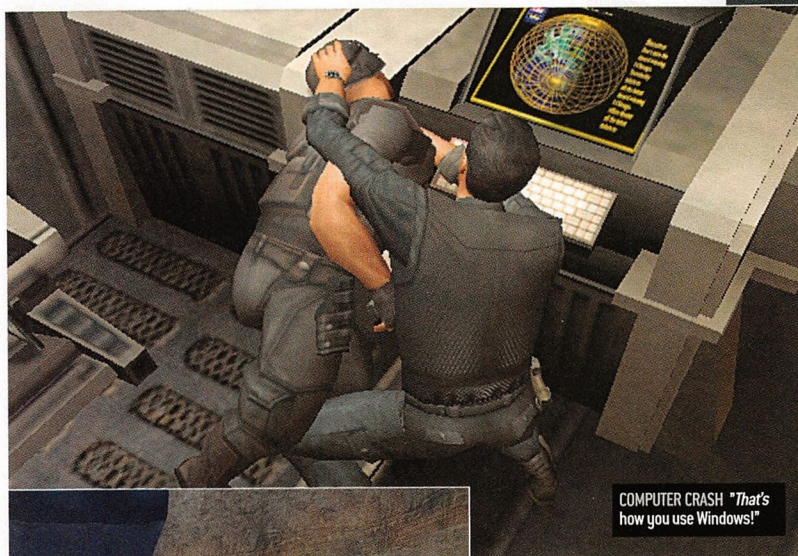
There's not much point in being Bond if you don't get to travel, so *Everything or Nothing* shifts the superspy from The Valley of the Kings in Egypt to the French Quarter of New Orleans, as well as Moscow's Red Square and a Peruvian mountain fortress in search of new bad boy Nikolai Diavolo. You'll also get to try out exotic new Q gadgets which you can win by being a good secret agent. If you've been crap, you can always sock enemies with a handy chair, thanks to some new hand-to-hand fighting techniques. Vehicles will again be an integral part of the game, although they've traditionally formed the weakest parts of his PS2 adventures so far. Cars, bikes and tanks can all be piloted, but we're most excited at being able to get behind the controls of a chopper and rain down state-sponsored death on our foes.

Oh, and if all that adventuring gets a bit lonely, you can rope in a friend for co-operative missions, or experiment with a kinky bit of four-player deathmatching. We're not too fussed about the deathmatch thing – it's usually a bit tiresome in third-person mode – but the co-operative missions have huge potential for entertainment. Imagine letting your mate distract the guards while you go and nick all the decent weapons. Imagine the arguments over who gets to play *Bond* and who gets to play his stupid girlfriend. In fact, we're going to stop imagining anything else about it in case it puts us off the idea totally.

FIRST OPINION

Putting Bond where you can see him could still turn out to be a killer move for the series – but it could equally backfire. Could this be a new *Metal Gear*-style thriller? We doubt it somehow, but at the very least it'll be chock-full of Electronic Arts' quality. More when we get it.

/ JOFF BROWN



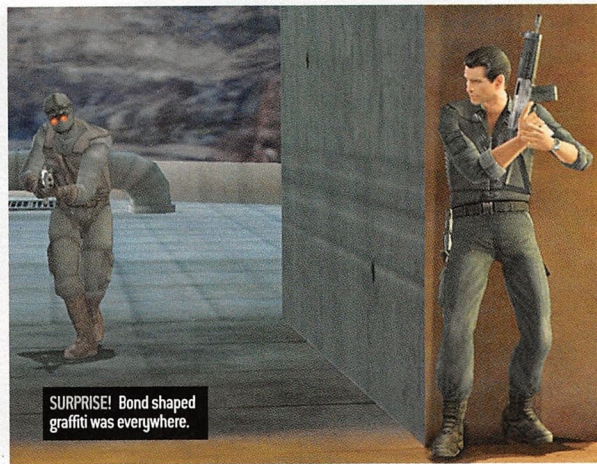
COMPUTER CRASH "That's how you use Windows!"



PIPE DREAM Pipes spell imminent explosions.



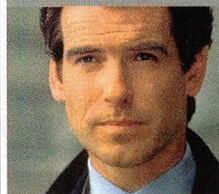
FIGHT FIRE WITH FIRE He never gets hit, does he?



SURPRISE! Bond shaped graffiti was everywhere.

SPOKEN, NOT STIRRED

EXTRA MONEY FOR VOICE-OVER WORK THIS WAY! SELF-RESPECT NOT REQUIRED!

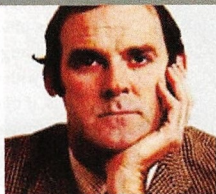


> PIERCE BROSNAN

> PLAYS James Bond

> WHO? Her Majesty's bad boy of Spydrom.

He says, "Playing the role in the interactive realm brings my Bond to a new generation of fans. I am being paid big, big bucks to say this." Okay, so we made the last sentence up.

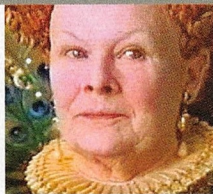


> JOHN CLEESE

> PLAYS 0

> WHO? Fluff-minded, sarky ministry egghead.

With this and the *Harry Potter* films, Cleese is set up for life cash-wise. Oh, and that comedy show he did, what was it called? Terry Python? Something like that. It's not important.



> JUDI DENCH

> PLAYS M

> WHO? State secrets harriidan. Bond is her bitch.

You spend a lifetime sweating blood to become the female Olivier, then end up famous for telling an old spy not to blow things up. Ah, go cry over it with Ian McKellen, you ingrate.



> RICHARD KIEL

> PLAYS Jaws

> WHO? Evil, mental dental sentinel.

Voicing a video game has to be a notch less humbling than trawling around the Bond-geek convention circuit. Surely Jaws didn't actually say much anyway apart from "aaarrgghh".



> SHANNON ELIZABETH

> PLAYS Serena St Germaine

> WHO? Obligatory pixellated Bond totty.

Bouncy-faced clean-living film-whore Shannon Elizabeth denies the world her visual charms and sticks to voice-acting. That'll teach you to keep 'em in for *American Pie 2*.



> HEIDI KLUM

> PLAYS Katva Kadanova

> WHO? The sexy, evil one that shags Bond anyway.

German model with big potential. We're talking fulsome. Weighty, if you will. Also: she has large breasts. We're betting on her having a voice like a Bavarian talking mule.



EVERYTHING OR NOTHING FACT!

> BACK TO BASICS

Bond's gone third-person before, on PSOne, with mixed results. Though that was before he became Brosnan-y cool.

> HOT PROPERTY

Electronic Arts has snapped up the rights to all the existing *Bond* films – hence "Jaws" in *Everything or Nothing*.

> THE WRITE STUFF

Bruce Feirstein, screenwriter on several of Bond's greatest epics, is responsible for the *EDN* script.

> GO ON, SHOOT

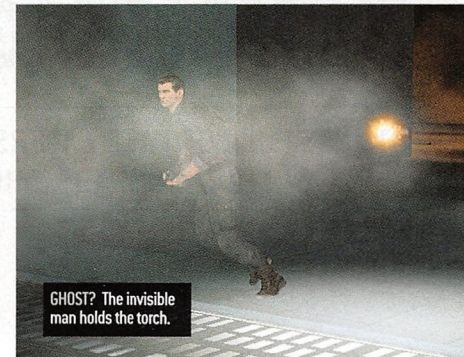
There are 20 guns and gadgets in the game. What are they? There's, um, a pistol and okay, we don't know yet.



SPY HARD Whatever happened to sneaking?



SOFTLY SOFTLY These guards are in for a treat.



GHOST? The invisible man holds the torch.



> Execution crew

Gangster and barbarian put their differences aside and wage war on the living dead.

“ABATTOIR LEVELS OF BLOOD, GUTS AND AIRBORNE SINEW”

HUNTER THE RECKONING WAYWARD

THE TOWN IS FULL OF FACE EATERS, FEASTING ON AN À LA CARTE MENU OF BRAINS AND HUMAN HEADS. SHOW ME THE WAY TO GO HOME...

> GENRE	ACTION ADVENTURE
> DEVELOPER	HIGH VOLTAGE
> PUBLISHER	VIVENDI
> ONLINE	NO
> ETA	NOVEMBER

NO, WE HAVEN'T GOT THE WORDS THE WRONG way round, *Hunter The Reckoning Wayward* really is called just that. Wayward Hunter: The Reckoning might sound more feasible, but it just isn't so. Either way, it's unlikely that you've heard of *HTRW* (as we'll now call it) but we can explain. The game itself is based on an American board game in the style of *Dungeons & Dragons* but before you run away, fearing an induction to the ways of 'The Geek', stick with us.

Rather than mimic the strategy-based, multiple dice nightmare of the original board game, *HTRW* is a violent zombie fest with a body count which dwarfs that of all the *Resident Evil* games put together. Erase any ideas about tension or survival horror right now as the only time you'll feel any fear is when you finally exhaust your almost-infinite supply of ammo. There's no room for puzzle solving or tension-building silent scenes in *HTRW*. It's all about guns, swords and zombies and how quickly they can be killed.

Once you've selected one of the five rather strange heroes, a gun, buckets of bullets and a blade come as part of the deal. There's a mystical preacher type, a street-punk schoolgirl and the remaining three look like steroid-enhanced freaks from an episode of *Xena Warrior Princess*. The town of Ashcroft has been host to zombies, vampires and all the nasty things that go bump in the night for too long. Innocent citizens need to be saved and it's your job to help. It's like a episode of *Buffy*, featuring just the ugly cast members and abattoir levels of blood, guts and the odd piece of airborne sinew. Each level is divided into a huge sprawling section of the town, awash with easily-disposed-of beasts. Easy, that is, if there weren't hundreds of the bastards littering every street. Brilliantly, it's possible to leap through the air and fire in the opposite direction or run away from danger while plugging away at the approaching hordes. The pace never halts and the only time to draw breath occurs when reaching a safe point, dotted throughout each level. *HTRW* shares more than a vast assortment of boomsticks with *Evil Dead*, reviewed last issue. The zombies and the town of Ashcroft itself are almost perfect replicas of *Evil Dead*'s modern-day town. The Two-player mode and selection of characters creates a bigger, more rewarding game, however. Frantically ripping through enemies with a mate gives a real adrenaline rush compared with the tame solo shooting of *Evil Dead*. Each hero has a specific spell which can either heal or enhance the power of whichever weapon you choose to use, from machine gun to grenade launcher. Swords and axes are best kept for close combat, when you have a small amount of zombies to deal with. Special attacks and combos are all part of the simplistic fun, but as you've no doubt learned, *HTRW* isn't a game to tax the brain, more a game to cause finger-blistering angst and panic – just what you want from a zombie invasion game. Whoever thought so much good could come from a bizarre board game played by trench coat-wearing US goths?

FIRST OPINIONS

After a healthy dose of survival horror, it's good to know that not every game requires a key or hidden jewel to be found. Hugely satisfying, if all you want to do is shoot zombies in the head at close range with a shotgun.

/ RICHARD MELVILLE



PARTY TIME The Glasto train station was always strange.



MENAGE À TROIS Share the slaughter with friends.



CHAIN REACTION Stop the undead disco in seconds.



SHOOT 'EM UP With limitless ammo.



LADYKILLER Buffy has nothing on this chick.

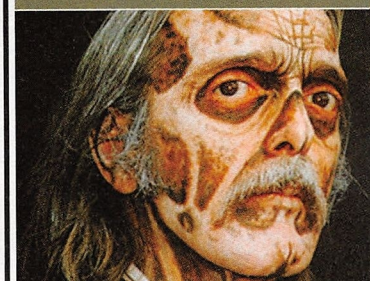
DEAD OR ALIVE?

ZOMBIES DON'T ALWAYS LOOK THE SAME. THEY COME IN MANY SHAPES AND SIZES. PSW HIGHLIGHTS THE MOST POPULAR SPECIES OF THE LIVING DEAD



>> CHUNKY ZOMBIE

If you were fat before becoming a zombie, it's not possible to lose weight. A sole diet of human flesh contains more fat than lard coated fairy cakes. Keep your distance.



>> AGED ZOMBIE

They behave like your senile, old granny. Aged Zombies dribble, stumble and moan louder than a hundred porn stars. Intimidating but ultimately pathetic.



>> FEMALE ZOMBIES

Fast, slim and smelly, Female Zombie will instantly attempt to tongue any onlooker and, terrifyingly, go even further before making you her sexual partner. Fear the dead bitches.



CARNAGE GALORE Who needs TV violence?

**HUNTER
THE RECKONING
WAYWARD**

HUNTER THE RECKONING WAYWARD FACT!

> DOUBLE TROUBLE

Get a friend and go absolutely nuts in the name of slaying the undead. High fives are completely optional.

> MYSTIC MACHETE

Use spells to beef up your sword and watch it glow! Use spells to big up your gun and watch it grow!

> TWO WAY

Run away while twisting your torso to blast backwards, over your head, under your arm or even between your legs.

> B MOVIE

HTRW rips off every film from *Buffy* to *Evil Dead*, but quadruples the monsters. Good work.



> DREDDFUL?

The thug Judge is back, but will his return have more impact than the mid-90s movie?

“A SHOOTER WHICH USES THE COMIC AS AN EXCUSE FOR A BIG OLD GUN-RUCK”

JUDGE DREDD: DREDD VS DEATH

HE IS THE LAW. WE, ON THE OTHER HAND, ARE MERELY THE MUTT'S NUTS. AT LEAST WHEN IT COMES TO TELLING YOU ABOUT NEW GAMES LIKE THIS.

> GENRE	SHOOTER
> DEVELOPER	REBELLION
> PUBLISHER	VIVENDI
> ETA	OCTOBER
> ONLINE	NO

WE'RE THE FIRST TO ADMIT THAT ONE OR TWO

games might already have used the “Future Cop” idea as a basis for shooting. But *Judge Dredd: Dredd Vs Death* has a couple of advantages. One: Joe Dredd, a cop who actually does act like he's in a shooter. Two: Mega-City One, which makes most urban dystopias look like North Ryde. *Dredd Vs Death* is a slice of life in the Big Meg, a shooter which uses the sci-fi comic as the excuse for a big old gun-ruck featuring zombies, vampires, cultists, robots, supernatural life-stealers, high tech and low crime, all in one game.

Now, we've all got used to slick little cyber-futures in our fiction these days, where the scariest thing that we're faced with is a rogue computer virus or someone stealing your genes. But *Dredd* was conceived as a sci-fi version of Dirty Harry in the heyday of punk, and its vision of the future is far more electrifying and intimidating.

Mega-City One has a population of 400 million. Block wars rage, setting inhabitants of adjacent tower buildings against each other, firing bombs and bullets into the windows of the folk next door. Addictive candy vies with uglification surgery to be the latest trend. Outside the confines of the Mega-City, the US is a radiation-drenched wilderness filled with the mad, the mutated and the unspeakably evil. The only option is martial law – Mega-City One is essentially fascist, with smoking, swearing and even sugar-eating banned and punishable by years in Iso-Cubes. You play the city's premier law-thug Judge Dredd, and it's your job to sort this mess out. Not to reform the tyranny of the city's leaders of course: to enforce it.

EXPECTING SOMEONE MORE LENIENT

Being a Judge is a little bit different from being your average doughnut-munching lard-ass. The clue's in the title: there's no trial for the luckless arrestees, it's all down to the individual Judge to deal out a brutal sentence. If you want, you can arrest a citizen for smoking, cuff him, then smack him round the chops or even kill him (see “Dredd's Law School” box for more). Of course, you are a lawman and really, you should go easy on the lighter offenders – but we're talking not killing them rather than, Grud forbid, letting them off. Everyone you arrest will get a sentence which appears briefly on screen, ranging from three months for ‘loitering’ (ie doing nothing) to life for murder or for resisting a judge. If you do kill relatively innocent folks, you won't be taken off the beat. Instead, your Justice Meter will go down with every dodgy act, until the special forces show up and mow you down.

A city this big calls for weapons with slightly more take-down potential than your average Saturday night special. Although Dredd's Lawmaster bike won't be rideable in the game (Boo! Boo!) you'll have full control over the standard-issue Lawgiver pistol, complete with selectable weaponry. Creep getting away round a corner? Switch to ricochet bullets and plug him from where you're standing. Crowd of



JUDGE DREDD FACT!

> DREDD VS. DREDD

Up to four players can join in the death matches, or two players can play the game co-operatively.

> SOAP AND WATER

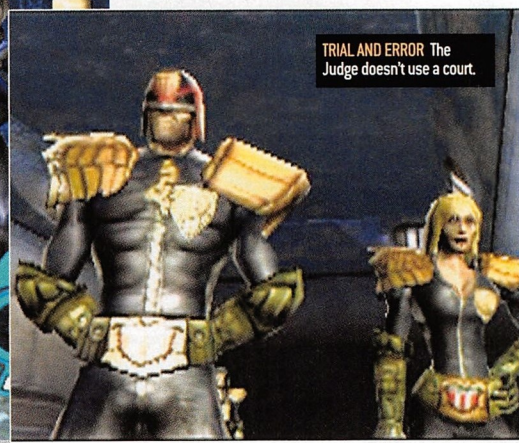
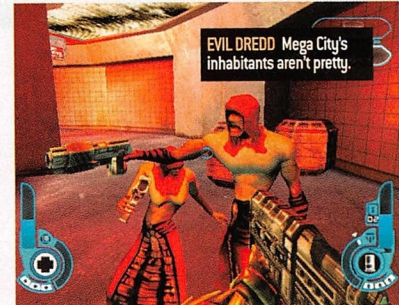
Swearing is outlawed in MC1 so you'll hear a lot of, "Stromm!", "Drokk!" and the immortal, "Grud on a greenie!"

> FAMILIAR FACES

Look out for *Dredd* faves Judge Anderson, and "hilariously" speech-impaired Walter the Wobot.

> THRILL KILLS

If the Story mode doesn't wow you, the Arcade mode lets you behead zombies and shoot tiny robots.



DREDD'S LAW SCHOOL

OKAY, SCUM! HERE'S HOW TO TAKE DOWN A PERP.



> STEP 1

First find your perp. This can be done by spotting anyone not going about their business in an orderly fashion. For instance, this so-called "protester".



> STEP 2

Scream in the perp's ear until he acknowledges that he is under arrest. Don't forget: if he runs, he's guilty. It's a fundamental law of, uh, the law.



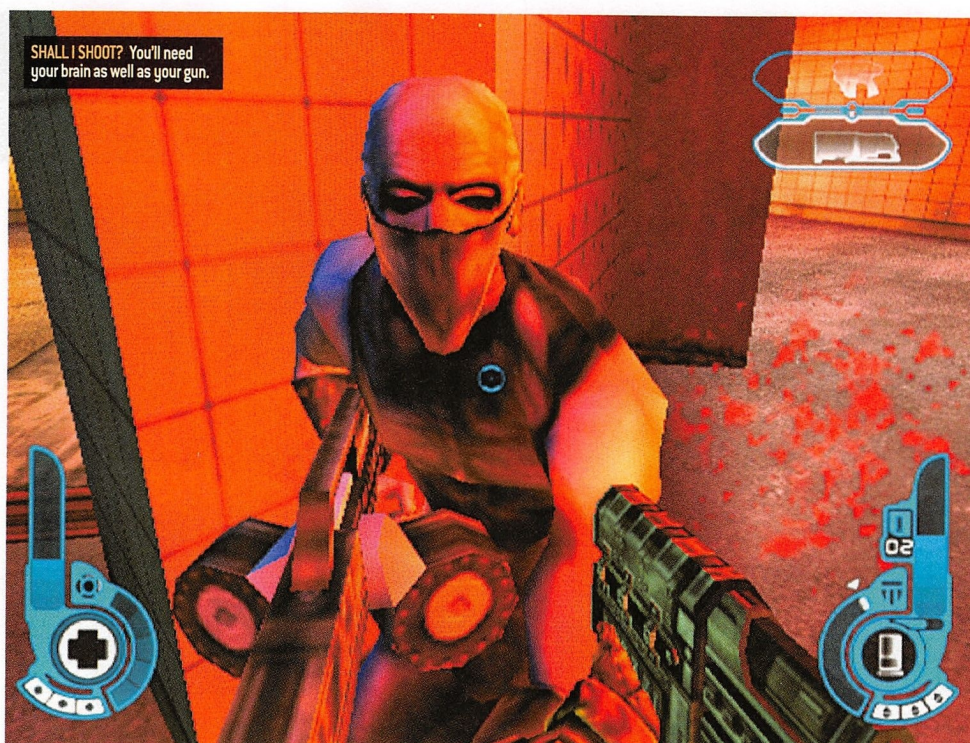
> STEP 3

Give him his sentence — and remember, Iso-Cube upkeep is extremely cheap so don't be afraid to go heavy on the extra years! Make the perp pay.



> STEP 4

If the perps try any funny stuff, take immediate action! Remember, you do not kill without a good reason. And yes, answering back counts as a good reason.



crims giving you trouble? Switch to hi-ex bullets and watch as their bodies are shot six feet into the air. Thanks to some nifty ragdoll animation (this season's cel-shading) the bodies really will slump and quiver as they land, too. You'll also be able to pick up any weapon dropped by the perps, just to add to the fun. Sorry, we mean the justice.

DON'T MENTION ROBOCOP

Anyway, all this street-level policing takes a back seat to what our paler, fatter *Babylon 5*-watching friends tend to call the 'story arc', which is kind of given away by the game's title: über-villain Judge Death is back in (mega) town, and he's brought his three end-of-level bosses – sorry, we mean supernatural criminals – Judges Fear, Fire and Mortis along with him. Their plans for the city don't include new night buses and a yearly expo. Their arrangements are more along the 'army of dead' lines. So one of the first urban menaces you'll encounter is a plague of zombies. These aren't your usual shambling green-faced sort, though. They're grey ghouls who leap from victim to victim, casually disembowelling them with a swipe of a musty claw.

Progress, and you'll come across other enemies: the Death Cultists that are intent on bringing Judge Death back to unlife and the many random perps that wander the streets, ready to try to take out a Judge to get prestige. Eventually, as is the way of the world, you'll come across the Dark Judges, creatures from another dimension who have somewhat arbitrarily decided that, as all crime is created by the living, so everyone alive is guilty and should be sentenced to death. Out of the Dark Judges, it's Judge Mortis that we're most keen on seeing, because his powers centre around decay and disease. It could get very gross, especially as you'll be visiting Resyk, the government department responsible for recycling all dead bodies into usable materials for everyday civilian use. Except these days, the dead aren't all that keen on being recycled any more.... Just how Judge Fear will work we're not sure, given that his particular power is to cause uncontrollable terror in all that see him. Maybe there's a Vanessa Feltz portrait under that forbidding mask. At least a fight with Judge Fire will be a blast, given the pyromaniac nature of his supernatural skills. Anyway, the designers have personally promised us that these encounters won't be a case of straight-ahead shooting. You'll need to use your noggin as well as your firearm to get through, which is as it should be.

Dredd's looking to be a fun shooter, although we did have issues with rather bewildering level design in the version we saw. And we have to ask the question: with all of Mega-City One to frolic around in, why is Rebellion the only company not making a *Grand Theft Auto 3*-style game? Still, the shooter model still has plenty of action potential, so we're not that concerned. As long as there're fatties, vidiots and Boing™ in here, we'll always be happy. Move along now!

FIRST OPINIONS

Hmmm... yeah... well... without wanting to betray our younger comic-reading selves, we're not entirely convinced at the state of *Dredd* right now. We do acknowledge the potential in the license, though: with a unique world to explore, *Dredd Vs Death* could be a stunner if the first-person perspective doesn't make everything a bit too samey and the future world of Mega-City One hasn't dated over the years.

/ JOFF BROWN

WHAT THE MAKERS SAY

"NOW A COMBINATION OF OUR POWERFUL ASURA ENGINE, AND OUR LOVE FOR THE CHARACTER WILL ENABLE US TO PUT OUT THE *JUDGE DREDD* GAME THAT GAMERS AND COMICS FANS HAVE BEEN DEMANDING FOR SO MANY YEARS."



“GREY GHOULS CASUALLY DISEMBOWEL VICTIMS WITH A SWIPE OF THEIR MUSTY CLAWS.”



FORGOT ABOUT DREDD



FOR ALL THE JUVES WHO DON'T KNOW DREDD, HERE'S THE LOWDOWN ON THE LAW.



>> THE COMIC <<

It all began in 1977, when a future cop uttered, "I am the law!" for the first time in the pages of boy's-own rag *2000AD*. He hasn't stopped appearing in it since, and the mag's still going.



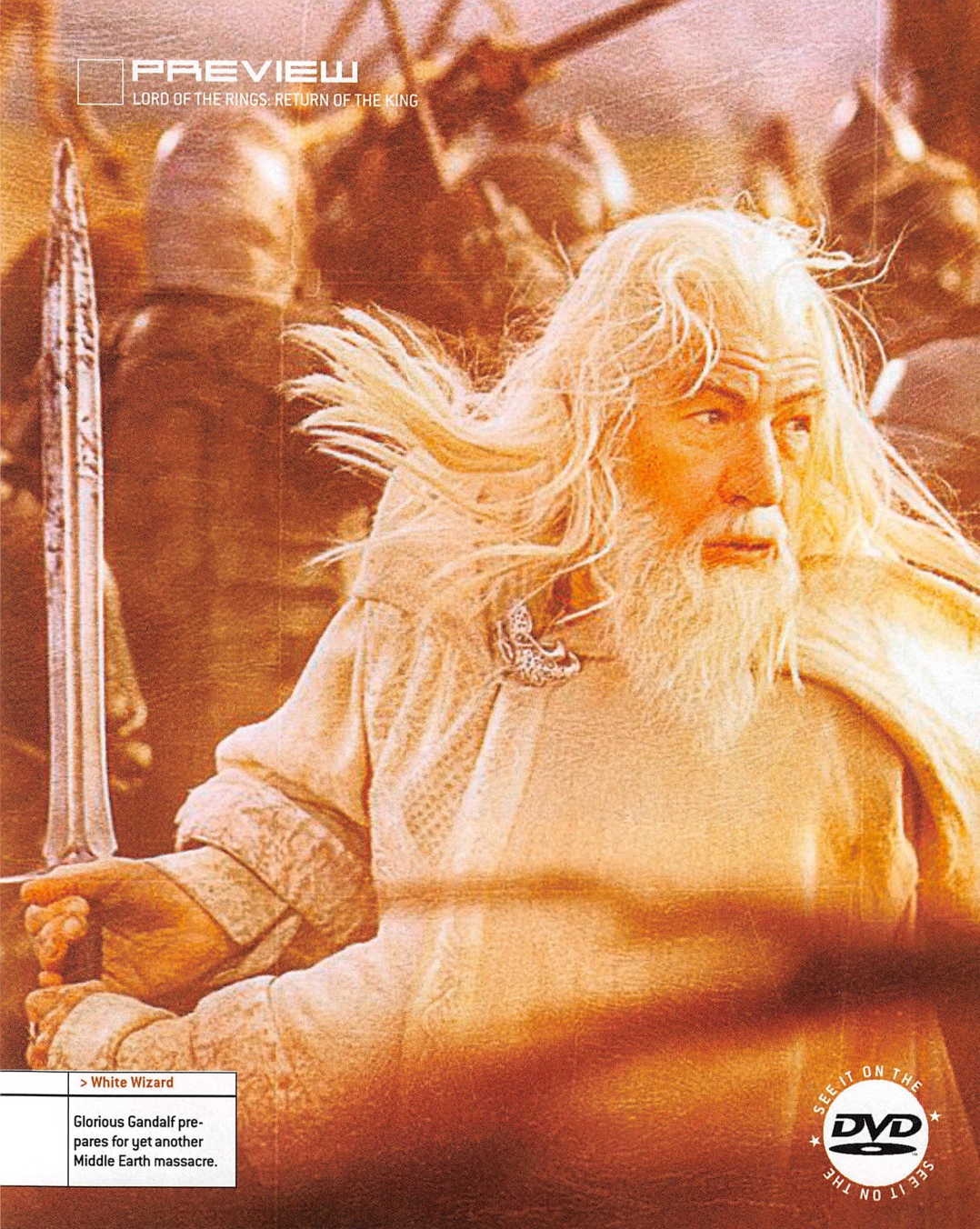
>> THE STALLONE MOVIE <<

In the early 90s, *Dredd* got made into a Stallone movie. The helmet came off, the love-interest went in, the effects were wonky, the whole thing made *nada deniro*. Whoops.



>> THE NEW MOVIES? <<

Rebellion plans on making two new films, with a budget that's a millionth of the Stallone movie. That means if the original cost \$100 million, they've got \$100 each (maybe a bit more).



> White Wizard

Glorious Gandalf prepares for yet another Middle Earth massacre.



“YOUR GANG COLLECTIVELY TAKES ON THE ROLE OF A CUT OF DANISH HAM.”

LORD OF THE RINGS: RETURN OF THE KING

THE FIRST GAME WAS SURPRISINGLY GOOD.
THE SECOND GAME, UNSURPRISINGLY, IS EVEN BETTER.

> GENRE	ACTION ADVENTURE
> DEVELOPER	ELECTRONIC ARTS
> PUBLISHER	ELECTRONIC ARTS
> ONLINE	NO
> ETA	NOVEMBER

LET'S DO A DEAL: IF YOU LET US OFF THE

pun-making detail for the duration of this preview, we promise not to let too much in the way of *Return of the King* spoilage leak into your lap. It's just that we haven't got the energy to peddle out the line "It's Hobbit forming", nor can we summon up the strength to work through the numerous variations of Tolkien. "Are you Tolkien to me?" "That's a Tolkien gesture." "Everybody's Tolkien 'bout pop music." And so on. Fair enough?

There are three routes through *The Return of the King*: either you follow Aragorn and Gimli or Frodo and Sam or Legolas. Each of these campaigns focuses on a different aspect of the game. Frodo and Sam's adventure, for example, is less concerned with combat and more interested with interacting with the environment, while Aragorn and Gimli's quest is all about banging heads, not using them.

This being a sequel there's a new Multiplayer mode, one that enables you to play through the individual levels cooperatively with a likeminded friend. The fact that it's single-screen as opposed to split-screen means you need to move together in the style of a chain gang of escaped convicts; run in the opposite direction and the screen will zoom out so far you won't be able to see what you're doing. The catch with the cooperative mode, is that you're each only given one life. Which means you'll need to carefully share out any health potions you come across between the two of you in a fair and sensible manner. Feeling generous and a tiny bit sorry for your friend, who's bleeding from the nose, the anus and the eyes? It's possible to deposit half of your life force into his account, thereby keeping you both alive for a little longer. A second layer of strategy could be added by the inclusion of cooperative moves like back-to-back fighting, something that EA has yet to either confirm or deny.

MINAS STRIKE

The highlight of the levels we've played so far has to be the siege of Minas Tirith. For the purposes of this mission, you and your gang collectively take on the role of a cut of Danish ham, the fortified castle you're stationed within plays a tin container, and the throngs of orcs and goblins play a 20-stone human male armed with an electric can opener. Here's your motivation: the fat man will do anything he can to eat you. You've got to try and stop him. Simple enough for you?

Well it would be were it not for the fact that orcs and goblins (officially known by people who say things like "I don't play any sports ever, but if I did I'd play squash," as the Uruk-Hai) weren't so damned determined. Those of you who stuck with *The Two Towers* right through to its glorious finale, the battle of Helm's Deep, will know what to expect, namely a tide of angry evilness that flows forth from every angle imaginable. Fighting on several different fronts in an effort to keep the castle a "big nasty man"-free zone.

FIRST OPINIONS

If everything goes to plan, *The Return of the King* will be the best movie tie-in of 2003 by a comfortable margin. The Multiplayer modes are already incredibly solid, while the changes made to the core structure of the game should treble its replay value. To be concluded...

/ JON BOWN

THE STORY SO FAR...

PARTS 1 AND 2 OF THE LORD OF THE RINGS RE-ENACTED WITH RANDOM OBJECTS WE FOUND LYING AROUND IN THE OFFICE



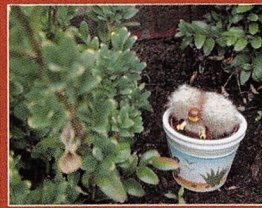
1 > Plucky young Hobbit Frodo Baggins (Joey Ramone) is asked to dispose of an all-powerful ring by friendly wizard Gandalf (Jesus Christ). Not quite to scale we know. Frodo gathers together some pals who vow to help him dispose of the artefact.



2 > Gandalf gets killed. Frodo leaves the group and heads for the – brace yourself – Cracks of Doom. We were going to have the Cracks of Doom in our version, but Nutter backed out at the last minute due to previous traumatic experiences.



3 > Nothing much happens for a couple of hours. A few people run around for a bit, a couple of scraps take place and a small green creature named Gollum (large green creature The Hulk) tries every trick in the book to get the ring from Frodo.



4 > Merry (Luke Skywalker Lego figure), a hobbit friend of Frodo, ends up sat in the branches of a talking tree (non-talking cacti plant). The talking tree then talks to a load of other talking trees. It all gets a bit silly.



5 > Finally, a handful of characters we haven't had the time or the space to introduce in this strip are forced to defend Helm's Deep, a castle under siege by thousands of goblins (Typhoo teabags). The humans, aided by Gandalf himself, win the day.



DWARF FORCE A sad defeat by bearded midgets.



BOOGIE MEN Don't let them scare you, they're not that bad.



DOVER HEIGHTS The difference in size proved frightening.



METAL MERKINS Aim for the nuts and they'll be screwed.



UP THE ASS Friendly fire caused massive problems.



KINGS OF THE CASTLE Get to the top before it breaks.



PRIVATE DANCER Break his helmet and hear him scream.



KUNG WHO? Goblins don't understand martial arts.



LORD OF THE RINGS FACT!

> PLAIT'S INCREDIBLE

The level of detail is amazing, right down to the plaits in Gimli's beard. You'll want to stroke it. Mmm.

> LIFE EXPERIENCE

As in the first game, the more you play, the more powerful your character becomes.

> IN AT THE DEEP END

The game opens at the end of the battle of Helm's Deep, exactly where part two finished.

> KING OF THE RING

Intriguingly, the game will feature footage from both the first film and the third.



> HE'S NO ANGEL

Thomas 'Tommy' Angelo, doing what he does best: running guns and staying smooth.

“IT’S TRYING TO PUT THE PANACHE BACK INTO PROSTITUTION”

MAFIA

CRIME GOES ‘CLASSIC’ AS GRAND THEFT AUTO IS RELOCATED TO THE GOLDEN AGE OF CHARLESTONS AND SPEAKEASIES.

> GENRE	ACTION ADVENTURE
> DEVELOPER	ILLUSION SOFTWARES
> PUBLISHER	TAKE 2
> ONLINE	NO
> ETA	NOVEMBER

WHEN IT COMES TO CRIME, VICE CITY’S TOMMY

Vercetti is a rank amateur. True, he might have countless examples of Grand Theft Auto and Murder One to his name, but where’s the style, Tommy? Where’s the elegance?

Hence we present to you *Mafia*, a crime game that promises to put the glamour back into gun-running and the panache back into prostitution, if that’s possible, and it’s all thanks to that timeless setting of Prohibition America. The crimes are the same – extortion, smuggling, assassination – but it’s all carried out by a much more civilised, genteel breed of mob.

Not that we’re talking about anything as simplistic as a *Grand Theft Auto* rip-off with old cars and Tommy guns here; far from it, in fact. *Mafia* may offer that reassuringly familiar mix of car chases, gun battles and criminal dabbling, but there’s nothing formulaic about this criminal wannabe.

WHAT’S THE MATTER WIT’ YOU?

For a start, there’s a much deeper storyline to *Mafia*’s criminal dealings than veterans of *Vice City* might expect. Spread across seven years of story and 20 huge missions, the tale of simple taxi driver Thomas ‘Tommy’ Angelo and his protracted stay in the city of Lost Heaven is nothing if not convoluted, especially when he becomes embroiled in the middle of an angry mob war. True, it does lead to a distinctly more linear experience than *Vice City*, but it does mean that *Mafia* exudes a confident, movie-style charm throughout.

In another nod to the modern crime game, there’s the predictable mix of driving and wandering around on foot, but again, *Mafia* raises the quality bar by presenting a much more realistic approach. The vehicles, for instance, give an infinitely more genuine drive than those in *Vice City*, with cars now boasting destructible tyres, headlights and even the odd tank of fuel running dry, all points worth bearing in mind when you’re on the hunt for the perfect getaway vehicle.

There’s also been a considerable amount of work put into the on-foot sections. With single shot kills, stealth and *Time Crisis*’s, duck-shoot-duck, style of gameplay all included we’re expecting something wonderfully tense and playable. Certainly better than *The Getaway*’s woeful on-foot sections at any rate.

Perhaps the best bit though, given our propensity for terrorising simple, law-abiding folk, is that *Mafia* gives you the perfect environment to let your criminal desires run wild, a mouth watering prospect given its beautifully presented 1930s setting. After all, isn’t there something ever-so-slightly exciting about letting rip in a society where the gentlemen still doff their Fedoras and the ladies all wear petticoats?

FIRST OPINION

Given *Mafia*’s slavish attention to story and plot it’s probably unfair to compare it too much to *Vice City*’s more free-roaming gameplay, but the gameplay similarities are clear to see. That said, the huge range of period cars and weapons and significantly improved vehicle handling should win it a healthy following of fans. If Bugsy Malone was a pimp instead of a pie-flinger, he’d be playing *Mafia*.

/ MARK ROBINS



MAFIA FACT!

> CITY OF FALLEN ANGELS

Explore the fully functioning city of Lost Heaven – all 12 squalid, crime-ridden square miles of it!

> VINTAGE CAR RALLY

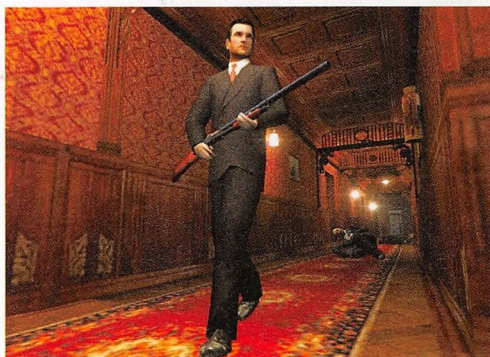
Over 60 realistically modelled vintage cars, trucks and roadsters to take control of. Brmm brmm!

> ON THE JOB

Twenty massive missions to pay through, each packed with several smaller sub-quests to hunt out.

> TOMMY KNOCKERS

A full range of period weapons including the Tommy gun. No Bugsy Malone flin-fingers though.



PACKING A PIECE It may be the 30s, but it's still a violent old world out there.



OLD AND DANGEROUS It's the taxman! Quick, nab him before he gets to Capone.



MARRIED TO THE MOB

WE SPEAK TO MAFIA DEVELOPER DON PETRUCCIO ABOUT ALL THINGS MAFIA RELATED.



PSW >> Some will see Mafia as a 1930s style GTA – what would you say is the biggest difference between the titles?

PV > Although some people will obviously draw comparisons between the two games, the overall gaming experiences are very different. Mafia follows a very strong storyline and so is a much more structured game experience.

PSW >> What extra modes can we expect in the PS2 version? Is there any multiplayer?

PV > No. Due to the strong narrative, we've always focused on the Single-player game.

PSW >> Can you tell us about the various mafia members and what individual skills each member has at his disposal?

PV > The entire game revolves around the main character Tommy Angelo, an unassuming taxi driver who gets inadvertently drawn into the mob world. Throughout the game you'll encounter a number of unsavoury Mafia types including the Salieri family who run much of the Lost Heaven City. You're also accompanied by Paulie and Sam, your partners in crime. You'll need to carry out jobs alongside them, take the heat for them and rescue them from rival Mafia families.

PSW >> Have you had to make any sacrifices compared with the PC version in terms of visuals or the general control method?

PV > The graphics have been adapted to work within the PS2's capabilities: we've not really had to compromise, just be even more clever than we usually are. As for the control method, the PC version was always developed with console controllers in mind, so the transition between the two has been easy to do.

PSW >> A massive amount of gangster flicks must have influenced the design and style of Mafia, but which film would you say had the most influence among the team?

PV > We watched almost every gangster movie available, from *The Godfather* series to movies from the 30s like *Angels With Dirty Faces* or *Dead End*.

PSW >> 50 Cent, P Diddy and Eminem are all set to star in modern day, ghetto blasting GTA clones. Do you think people are as obsessed with original '1930s' gangsters as much as modern day pop glock totters?

PV > Ask anybody to name a gangster and they'd probably mention Scarface before P Diddy. It's an incredibly interesting era surrounded by legends and stories of crime, reprisals and political corruption, which is why in 50 years' time people will still know who Al Capone was but Eminem, 2pac or Dr Dre, we're not so sure.

PSW >> During your research, who would you say was the most fearsome gangster?

PV > Al Capone. We won't comment on his personal issues, though, for fear of reprisals.



> HARBOR A GRUDGE

Rising Sun's opening level has you defending Pearl Harbor from a vicious aerial assault.



“STEP OVER DYING
COMRADES’ MANGLED
BODIES. IF YOU WANT”

MEDAL OF HONOR RISING SUN

PSW TAKES ON THE FORCES OF THE JAPANESE EMPIRE IN
THE SEQUEL TO *FRONTLINE*. PREPARE FOR THE ULTIMATE RIM JOB.

> GENRE	ACTION
> DEVELOPER	ELECTRONIC ARTS
> PUBLISHER	ELECTRONIC ARTS
> ETA	NOVEMBER
> ONLINE	TBA

ELECTRONIC ARTS IS METHODICALLY WORKING its way through the key battles of the Second World War, slowly plucking up the courage to turn the bombing of Hiroshima into a PlayStation2 game – “Feel the napalm, only with *Medal of Honor Nuclear Sunset!*” At present, we’re stuck in the Pacific Rim, fighting the Japanese while attempting to locate our missing brother, who’s been captured and imprisoned.

At certain stages during *Rising Sun*, you’ll be faced with a dilemma, the outcome of which will determine your route through the game. The first of these is thrown at you during the bombing of Pearl Harbor, *Rising Sun’s* answer to the Omaha beach landing in *Medal of Honor Frontline*. As you scramble to get from your cabin on the sinking USS California to the gun emplacements on deck, you step over the mangled bodies of your dying comrades. Do you stop and help them, risking your own life to preserve someone else’s, or do you leave them to die like the losers they are? Dragging people to safety often means you’ll have another set of hands and feet to help you out in the next gunfight; deserting them in their hour of need frequently leads indirectly to the water torture chamber, where bamboo shoots will be forced under fingernails until such time as you cry, “I’ll tell you everything! I never really liked the Americans anyway!” Think on.

HIDDEN AND DEADLY

As those of you who’ve ever been engaged in a military conflict in the Burmese jungle against soldiers enlisted in the elite Kempai Tai guard will no doubt testify, these Japanese troops are a bit handy when it comes to camouflage. So it stands to reason that in *Rising Sun* the hard part isn’t shooting the Axis grunts down, it’s finding them in the first place. Apparently Japanese soldiers would often hide in the undergrowth and wait until you were within inches before they leapt out at you, red faced and wailing. Presumably looking a bit like Kato from *The Pink Panther*.

To defend yourself against such sneak attacks, always be on the look out for: A) muzzle flashes, B) campfires and C) nicely polished black army boots poking out from under overgrown bushes.

Due to this fundamental change in combat style, *Rising Sun* will play a lot slower than *Frontline*, often forcing you to sneak through an entire section without firing your rifle. Soul-crushingly enough, plans are afoot to thicken out the already hefty stealth element of the game, a move we’re greeting with sour expressions and murmurs of discouragement. Frankly we’ve had our fill of softly, softly catchy monkey. Nowadays we want to get on the back of a really loud motorbike and go after it with a shotgun.

Better news is that *Rising Sun* will feature a full selection of multiplayer modes, unlike the rather unsociable *Frontline*. At present, all we know for sure is that four players will be able to compete in a split-screen Deathmatch and that two-players will be able to fight through the main game in a cooperative style.

FIRST OPINION

Rising Sun continues to show gradual improvement. True enough, it’s not the most graphically impressive game around, but a solid four-way Multiplayer mode will go a long way towards compensating for visual shortcomings.

/ JON BROWN



JOHN J RAMBO'S MORAL MAZE

THE SELFISH SHALL BE PUNISHED. SEE HOW YOU'LL DO BY ANSWERING THESE...

> 1/ While rafting in Burma, you spy a crocodile heading your way. Do you...



- A) Shoot it, even though ammo is tight?
- B) Ignore it and hope it goes away?
- C) Soil yourself while thinking of Steve Irwin?

> 2/ During a mission you find a farmer being pursued by Japanese soldiers. Do you...



- A) Take time out to kill the troops on his tail?
- B) Shrug and mouth the words "sorry mate"?
- C) Soil yourself while thinking of Steve Irwin?

> 3/ As you hurry to escape a sinking ship, you see a comrade lying injured. Do you...



- A) Grab him and drag him out of there?
- B) Nick his wallet, then make for the door?
- C) Soil yourself while thinking of Steve Irwin?

ANSWERS:

Mostly As – Nice work soldier. By shooting the croc in question 1 you save the life of a comrade.

Mostly Bs – No good. Had you saved the farmer in question 2 he would've hacked you out a shortcut.

Mostly Cs – You have mental problems. Rescuing the soldier in question 3 would've given you extra firepower.



MEDAL OF HONOR RISING SUN FACT!

> INSANE IN THE CRANE
The list of vehicles is far more varied this time around. We've already seen a bulldozer and a crane.

> MAKE MINE A GLORIOUS DEATH
Pearl Harbor isn't the only place you'll see Kamikazes. Soldiers with pole mines can attack at any time.

> WHOSE SIDE ARE YOU ON?
A change of setting means a change of guns. Expect to see side-loading machine guns and Thompson subs.

> BUILDING BRIDGES
Rising Sun's ten missions include a nod to the classic World War 2 movie *Bridge on the River Kwai*.



> PICK UP TRUCK

You'll find one of these lovely trailer trash ladies waiting at the border of each state.

"BEST DESCRIBED AS
REDNECK RACING ON
THE HILLBILLY HIGHWAY"

THE KING OF ROUTE 66

QUAKE IN FEAR AS THE MOTHER OF ALL TRUCKERS RUMBLES
IN TO A TOWN NEAR YOU SOON. LOCK UP YOUR DAUGHTERS.

> GENRE	RACER
> DEVELOPER	SEGA
> DISTRIBUTOR	ATARI
> ETA	OCTOBER
> ONLINE	NO

IT'S EASY TO STEREOTYPE TRUCKERS AS tarmac terrorists intent on visiting every greasy spoon in the country. While this might be true of Aussie long haulers, the situation's a little different in America. Best described as redneck racing on the hillbilly highway, the truckers in *The King of Route 66* are violent, fat and teeming with testosterone. It's the kind of profession that, if your dad happened to be involved, you wouldn't want anybody to find out.

In order to resolve the frustration of being both randy and on the road, you compete against rivals in a bid to drive all the way from Chicago to California on the most famous stretch of road in the world. Each level asks you to travel from point to point with a different aim for each mission. Unlike dull prequel *18 Wheeler*, *The King of Route 66* manages to spice up the working life of a trucker by, well, making things up.

Some missions might involve a straight race to the finish against a rival, others might ask you to destroy a fellow beard wearer from a rival trucker gang. These gangs act like a bunch of Hell's Angels but have more wheels, more weight and wear hats as opposed to helmets. Of course, being a Sega game, there are regular glimpses of Japanese weirdness. For a start, some of the truckers are good-looking women (which never really happens) and one mini-game requires you to collect stolen jewels scattered across a busy inner city. We're positive no trucker has ever done this, but games' link with reality is never close. Nitro boosts send your 18-wheeled beast of a machine into the air and the camera pans around to show that, unbelievably, you've managed to jump 100ft in the air. The most enjoyable mini-game we've encountered so far is called Protect Annie, meaning that you have to crush any cars in sight as her terrible driving means she would otherwise crash straight into them.

Along the hectic road trip, you gain rewards that can be exchanged for speed enhancing parts. As part of the challenge to become *The King of Route 66*, it seems only natural that you have to meet your queen, and she comes in the form of a busty young broad far too attractive for a moustachioed monster like you. You can pick up one from each state, but it's not quite clear what happens to a previous girl once you pick up a new babe. Best not to think about it.

Truck parts and women are the boring bits and *The King of Route 66* has very few moments of boredom. We've neglected to tell you about the ten-second bonus game requiring you to offload a jet engine by reversing at a steady 6MPH, but don't let that bother you. For most of the time, *The King of Route 66* is a ridiculous arcade racer that bends the truth to make the occupation of a truck driver seem far more exciting than it would be in real life. It worked for *Crazy Taxi*, after all...

FIRST OPINIONS

Driving a truck shouldn't be fun, but crashing through cars, trees and shunting other road users into submission is highly enjoyable. The plot bits where you talk to rival truckers are completely bonkers, but the sheer exhilaration of making a 15-tonne monster jump a bridge makes up for it. Fast, crazy and a tiny bit simple, *The King of Route 66* won't appeal to everyone but fingers crossed there will be fewer plot scenes in the final game.

/ RICHARD MELVILLE



TRUCKER LIVING

WHAT EXACTLY DOES YOUR CHOICE OF TRUCK SAY ABOUT YOU? LET PSW TELL YOU.



THE ROCK TRUCK

You wanted to be a Hell's Angel, but you are too old. The truck is the only way you'll get to live out the dream.



THE BOY RACER TRUCK

The flames suggest you wanted a Ferrari, but couldn't afford it. Unfortunately, this means that you also have a small penis.



THE RUCK TRUCK

Appealing to the popular man-loving sector of the truckers, the flamboyant orange is essential for attracting friends.



THE KING OF ROUTE 66 FACT!

> **KING OR QUEEN?**
Race as a man or a woman! Choose to play as girls, rednecks or the bizarre afro man character, Soul Man.

> **CRUNCH TIME**
Demolish thousands of cars in the mini games or play a kind of golf by shunting a banger at 160mph.

> **CRAZY JUMP**
Using a Nitro boost results in stunts that, if we were American, would describe as extreme or gnarly.

> **WIN WOMEN!**
Pass the border and there's a floozy waiting to be taken back to your truck for a Route 66 ruck.



> CAMERA SHY

We know what it looks like, but apparently our three heroes didn't pose for this shot.



"BAD MEN WITH
FLAMETHROWERS MAKE
YOUR LIFE A LOT WARMER"

TIME CRISIS 3

GUNS ARE BAD. WE KNOW THIS. BUT BLUE PLASTIC GUNS THAT SHOOT
IMAGINARY FLAT PEOPLE, THOSE GUNS ARE THE BEST THING EVER.

> GENRE	LIGHT GUN
> DEVELOPER	NAMCO
> PUBLISHER	SONY
> ONLINE	NO
> ETA	OCTOBER

BAM! ANOTHER ONE DOWN. BOSH! RIGHT IN the head. There aren't many light gun games for PS2 — we get about one every six months, if we're lucky — so when one does turn up, there's an embarrassing girlie ruck as we all reach for the GunCon and fire it up, secretly pretending in our stupid heads that we're secret agents. Yes, we have been known to hold the gun sideways. And no, we're not proud of it. But we were rubbing our pants with anticipation at the thought of arcade blockbuster *Time Crisis 3* turning up.

The *Time Crisis* franchise is probably the most sophisticated straight-shooting series on PS2. If you've never played any of these little beauties in the arcade, the unique thing about them is that they allow you to hide and jump out from cover instead of being a permanent target to on-screen marksmen. A ticking timer means you can't crouch behind your friendly rock indefinitely or it's game over, just as sure as if you'd been shot. But since we're all quivering cowards, it's our gun game of choice. The third game is no exception, and its PS2 incarnation is looking nigh-on identical to the original arcade game. Which, in layman's terms, means it's looking a lot better than the previous title, with even more utterly unfeasible shooting action.

SHOOT TO THRILL

Perhaps most excitingly, *Time Crisis 3* goes its own sweet way in the Two-player mode, doing stuff we've never seen before. For a start, unless you have two i-Linked PS2s you'll see the action from two separate square images in the centre of your screen. It leaves a massive black margin at the top and bottom of the screen, and it'll be a bummer on anything smaller than a widescreen telly, but it's been made this way for a reason. Unlike traditional Two-player modes that have the players standing in the same spot, each shootist here is pulled along their own special path, meaning you'll often be standing in your buddy's line of fire, seeing him in front of you or maybe even off somewhere else entirely, sniping enemies from afar while you machine-gun hordes of them down. In the arcades, it adds to the teamwork and immersion no end.

As you'd hope, you're not going to be stuck with the same old weapon through the whole game. Judicious shooting will unlock machine guns, shotguns and grenades, and if you keep at it you can unlock more before the first lot has been used up. Enemies range from no-hoper amateur agents who couldn't hit a fat man in a pie shop to crack artillery experts who seemingly never miss. Those pesky clawed ninjas are back to attack you with lightning speed, and bad men with flamethrowers are ready to make your life a lot warmer. The trick, as always, is to only come out when everyone's busy reloading but can you really wait those few precious seconds longer?

Armoured agents, exploding vehicles, missiles and axes will all have to be shot if you're going to survive. It's all good, and as a bonus it'll drag you out of those stinky arcades, too.

FIRST OPINIONS

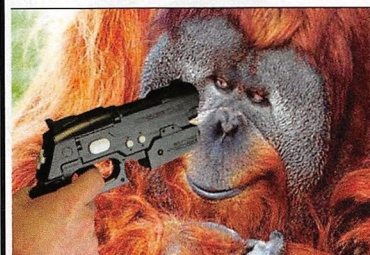
You can't go wrong with *Time Crisis 3*. Unless you're some kind of plastic-gun-hating fool. Or you have slower reflexes than a crack-addled Stegosaurus. Look out for an in-depth review of *Time Crisis 3* and all its modes very soon.

/ JOFF BROWN



TRIGGER CRAPPY

GUN GAMES WE'D DESPERATELY LIKE TO SEE. BECAUSE WE'RE TWISTED



> PISTOLWHIPPER: ANIMAL WORLD

No bullets here: instead you run around a zoo smacking toucans and lemurs with the butt of your pistol. Open up the hidden petting zoo level if you can bash everything from Aardvark to Zebra!



> PRANCING RAGE MEGARICH

Aim shots at the feet of quivering Art Director Ashley, forcing him to perform one of his trademark dramatic little jigs while he squeals out lyrics. Songs include *I Will Survive*.



> STOATBUSTERS!

You're 14. Stretchy vermin are infesting your bins... knock their evil little heads off with a BB gun. And don't forget to throw in the home-made pipe bomb to finish 'em off. You evil sod.



HAPPY LANDING Parachute perforation time.

TIME CRISIS 3 FACT!

> WHO'S THE BOSS?

Big end-of-level creations include a sinister warplane, a ninja with a chip on his shoulder and, er, a great big gun.

> QUICK HIT

Striking enemies one after the other without reloading will see you build up massive combo points bonuses.

> HELLO AGAIN

Wild Dog is back and he's brought new foe with him, Wild Fang. Why not welcome them with a hail of bullets?

> CAR-NAGE

Jeeps can be shot in the arcade game to blow them up. But there's also submarines and tanks to destroy.

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- 1 x Fire Warrior Comic



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REVIEWS

ATTENTION! THIS SECTION CONTAINS EVERYTHING YOU NEED TO DECIDE WHAT TO BUY, AND WHAT TO LEAVE ALONE.



SOUL CALIBUR II

078

Is this the best game that will ever come out on the PS2? Excluding Pro Evo of course.

PSW RATINGS

THE PSW SCORING SYSTEM IS DESIGNED TO MAKE YOUR BUYING DECISIONS SIMPLE. HERE'S HOW IT WORKS.

- > 10/10 ESSENTIAL
- > 9/10 BRILLIANT
- > 8/10 RECOMMENDED
- > 7/10 GREAT
- > 6/10 DECENT
- > 5/10 AVERAGE
- > 4/10 POOR
- > 3/10 VERY DISAPPOINTING
- > 2/10 BLOODY RUBBISH
- > 1/10 AVOID AT ALL COSTS

WE'VE GOT SOME BREAKING NEWS FOR

you. Last year, computer giant Microsoft launched a home console called the 'Xbox'. A little while after, veteran videogamers Nintendo came up with the 'GameCube'. We know... weird, isn't it? All these other consoles out there and we'd never noticed.... Okay, so we're not in the habit of either slagging off or bigging up the other players in the industry, but we do want to acknowledge their existence. Fragments of the console word war are still being fought by lanky teens on internet forums the world over. But essentially, the real struggle was over before it began. PS2 has outsold all its rivals put together, and has more top-quality games in more homes than any other gamebox maker could dream of. So our attitude to the other consoles isn't one of caution or dislike. It's commiseration, highly coloured with insulting pity. Let's say it now: *Halo* is an excellent shooter. *Legend of Zelda: The Wind Waker* is nothing short of stunning. If you need to play these wonderful games, you'll need one of the aforementioned boxes to do it. But for everything else – and we really do mean just about everything else, including the sterling games on your right – there's the black box under your TV. Give yourself a pat on the back. You chose the winner. Nice work, mate.

/ JOFF BROWN STAFF WRITER



PSW GAME OF THE MONTH

The Game of the Month Award is what it is, the title that in PSW's opinion is the essential purchase of the month. Go and buy it now. Schnell!



PSW MUST BUY

Typically awarded to games that score 8/10 or above, representing one of the best in its genre. Simply, if you like this type of game, you 'must buy'. Clever eh?



070 Amplitude



080 Starsky & Hutch

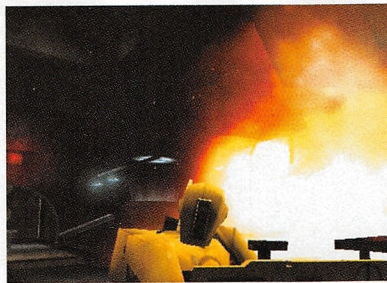
NEW RELEASES

THINGS ARE JUST BEGINNING TO HEAT UP FOR CHRISTMAS, AS WINTER IS VERY MUCH BEHIND US. IF ANYTHING BETTER THAN SOUL CALIBUR II AND COLIN 04 COMES OUT BEFORE CHRISTMAS, WE SUGGEST YOU BUY A LOTTERY TICKET, YOU LUCKY, LUCKY HUMAN.

- 059 WARHAMMER 40K: FIRE WARRIOR
- 064 RUGBY 2004
- 066 COLIN MCRAE RALLY 04
- 070 AMPLITUDE
- 072 CONFLICT: DESERT STORM 2
- 074 THE ITALIAN JOB
- 076 FREESTYLE METALX
- 078 SOUL CALIBUR II
- 080 STARKY & HUTCH
- 082 ZONE OF ENDERS 2
- 084 SPLASHDOWN 2
- 086 ATV: OFF-ROAD FURY 2
- 087 FREEDOM FIGHTERS
- 088 SUMMER HEAT BEACH VOLLEYBALL
- 090 PLATINUM REVIEWS



PARTY TAUME! The WH40K guys threw a great dressup party.



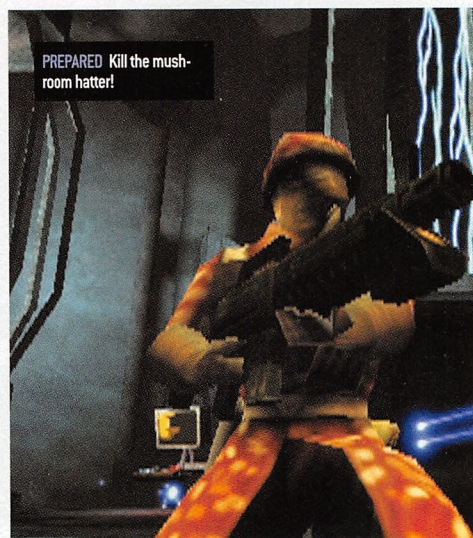
GARY'S COOKING Tautal destruction. Back to toasted cheese.



WELDING Like Tom Hanks in Bachelor Party.



STATIC The day of the experiment was dry.



PREPARED Kill the mushroom hatter!

WARHAMMER 40,000: FIRE WARRIOR

TAUTALLY AWESOME OR TAUKEN LICENSE SHAME? WELL IT /IS/ ON THE COVER...

> TYPE	FPS
> PLAYERS	1-4
> OUT	NOW
> PUBLISHER	THQ
> PRICE	\$99.95
> DEVELOPER	KUJU ENT.

WITHOUT A DOUBT, THE HUGELY POPULAR miniature war-game, Warhammer 40k, has an absolute crapload of history backing it up. Based around high tech, neo-gothic warfare in the 41st century, 40k has traditionally detailed the fight between the four major space faring races. First up we have the Nazi-esque racial purist Imperium (the humans), bent on protecting their seemingly immortal Emperor at any cost and fielding vast armies of physically superior and well armed/armoured genetically engineered Space Marines. Next comes the elf-like Eldar, a beautiful and wise race of ancient beings with an



HELL PSW's been there. And back. No Satan in sight.

equal knack for technology as they do for psychic power. The Orks, a stupid but bloody minded race of sentient fungus wage war with brute force and ignorance as their major weapons and the xenomorphic Tyranid terrorise the universe with their desire to feed and colonise all in their path. Aside from these major players a host of other races and factions are available to play, including the biomechanical undead Necrons, the fanatical Sisters of Battle (warrior nuns following and archaic Imperial doctrine) and the followers of the four gods of Chaos. Although many people could easily snub Warhammer 40k as just another war shooting game (albeit set in space), what really sets the game apart from the horde of other miniature games is the back-story. Each race, sub race and sect has tomes or stories, histories and battle reports to give a sense of their place in the world and why the sides are at constant war.

TRACK CYCLING UNIFORM
Aerodynamics gone too far.

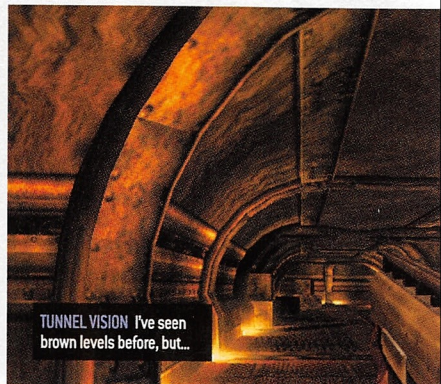
Those with even a passing familiarity with Warhammer might have expected *Fire Warrior* to play as a Space Marine - there are more than enough different military chapters in the Imperium that utilise a flame motif as their standard to warrant the name of the game. If you were expecting this you may be in for a bit of a shock, as instead of playing as the most well known (and loved) unit in the 40k canon, *Fire Warrior* showcases a relatively unknown new race known as the Tau; a technologically advanced, caste based race that seems to bridge the gap between the totalitarian uniformity of the Imperium and the mystic individualism of the Eldar. It's not necessarily a bad thing but it does come as a bit of a shock to the system. Whether this decision was



DRAGOON! Dealing out anticipated pain. Schyeeah.



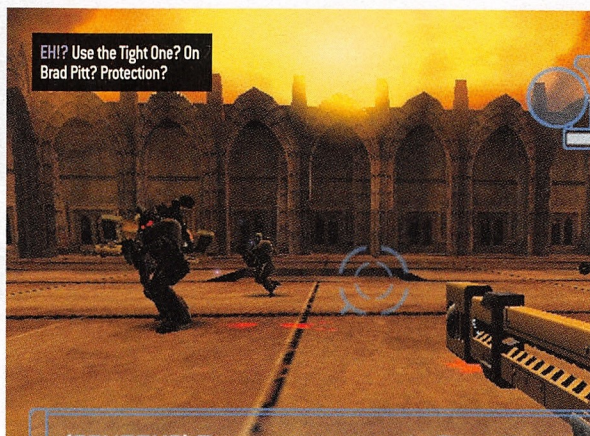
EMERGENCY Jackson went overboard with the black Sumbucca.



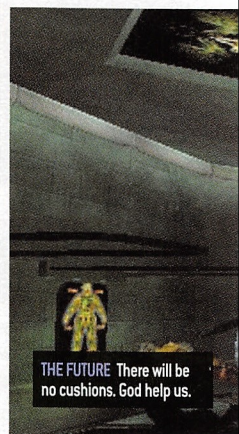
TUNNEL VISION I've seen brown levels before, but...



SOMEONE'S BEEN SMOKING
The eyes are a clear sign.



EHI? Use the Tight One? On Brad Pitt? Protection?



THE FUTURE There will be no cushions. God help us.

based on the not particularly politically correct racial purity doctrine of the Imperium, the desire to showcase a new race, or belief that the story was strong enough to warrant a new approach will be a question for the ages - not a particularly pressing one but interesting nonetheless. As, unsurprisingly, is the standard of *Fire Warrior*

IT TAKES TAU TO TANGO

In the grand scheme of 40k, the Tau are a young and naively friendly race, dedicated to unification with other species and peaceful coexistence. If you've ever played a game before in your life you will know that only one

"IN GAMES ONLY ONE THING CAN HAPPEN TO GENERALLY NICE AND PEACEFUL RACES - THEY GET ATTACKED."

thing can happen to generally nice and peaceful races - they get attacked by a larger aggressor and are forced to defend themselves and their way of life. Wouldn't you know it, the Imperium in all of their despotic splendour have decided

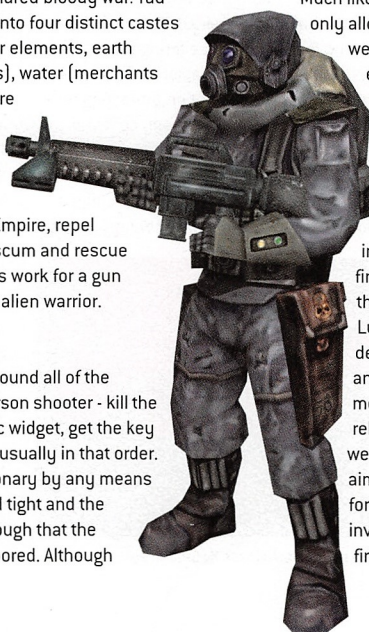
that the Tau are an unacceptable blight on an otherwise uninhabited quadrant of space and through an underhanded act (the kidnapping of a Tau elder) have declared bloody war. Tau society is broken up into four distinct castes based around the four elements, earth (labourers), air (pilots), water (merchants and diplomats) and fire (warriors). As the young, untested *Fire Warrior* of the title it's up to the player to help defend the Tau Empire, repel the invading human scum and rescue the elder. All in a day's work for a gun toting, well armoured alien warrior.

APOCALYPSE TAU

Gameplay revolves around all of the staples of the first person shooter - kill the enemy, find the magic widget, get the key and unlock the door - usually in that order. Although not revolutionary by any means the control is nice and tight and the action is constant enough that the player will never get bored. Although

it's usually seen as bad form to compare one game to another in a review, certain comparisons must be made between *Fire Warrior* and *Halo*.

Much like the Xbox shooter, *Fire Warrior* only allows the player to carry two weapons at a time (aside from the ever present sword) and allows the player to swap their basic weapons for better substitutes dropped by fallen enemies. The 17 weapons you can use throughout the game are well designed and balanced and include a very useful alternate fire mode, with the exception of the far too deadly Tau rail-gun. Luckily the introduction of the deadlier weapons is well paced and the ammunition limitations mean that you'll find yourself relying more on your common weapons than the exotic ones. The aim controls are nice and accurate for the most part with good but not invasive auto-aim taking care of the firing details.





AND HOW! The future of Bananas in Pajamas.



"THE PLAYER CAN SEE OTHER TAU FIGHTING AROUND THEM, GIVING A GOOD SENSE THAT THEY ARE ACTUALLY IN A WARZONE"

regeneration shield generator, capable of sustaining a number of shots before the player has to worry about real damage. The shield works brilliantly in the context of the game and gives the player the chance to partake in extended fire fights without the necessity to keep an eye on health at all times. The shield only regenerates if there's no one shooting at the player so effective use of cover becomes the most vital tactic in the game.

In keeping with the current trend of FPS games (and games in general by the looks of it), *Fire Warrior* includes stealth elements in certain

levels. One level sees players having to sneak down a corridor peppered with sentry guns with laser sights. Players must sneak down the corridor, avoiding the sights of the guns - if they trigger a gun the only option available is to go back to the start, reset the guns and try again. The stealth is well implemented and refreshing, offering a welcome change of pace from the usual run and gun action that *Fire Warrior* offers.

At various times throughout the game AI squad mates that range from being incredibly useful to downright incompetent support the player. At times your squad mates will lay down a nice level



TAUME TO DIE Either that or come up with another lame Tau call.



COUNT EM Three yards wide. Just like Gary said.

MULTIPLAYER

THE BOXOUT ONLY THE SOCIABLE NEED READ. BACK AWAY GARY!



Warhammer 40k: Fire Warrior ships with multiplayer for up to 4 players on one screen or 8 players on a network. Multiplayer offers some great, fast paced shooting reminiscent of *Timesplitters 2* or *Quake 3* and includes all of the standard game modes including Deathmatch and Capture the Flag. Maps are, by and large, well-designed with some good choke points and multiple routes. The only real downfall of the multiplayer is the inclusion of the rail-gun as a readily available weapon - the gun is just too powerful to warrant it's relatively common availability.

of suppressing fire enabling you to better aim at enemies or run gung-ho into the thick of battle but at others they will stand around dumbfounded as enemies pick them off with point blank shots or simply ignore the existence of the enemy all together. Likewise the enemy AI is very erratic - one moment you may find yourself fleeing in terror from a well designed and implemented ambush only to run into some flankers who ignore your presence. It's not uncommon to see squad mates and enemy standing around the same (usually mission specific) object, steadfastly refusing to acknowledge that the opposition is actually there.

A BRIDGE TAU FAR

Level design in *Fire Warrior* is mostly confined to wandering through corridors, most of which are only about three body widths wide. Whilst this may sound overly restrictive the developers have masked this fact by having a lot going on in the background, making the levels feel a good deal more open than they actually are. The first level perfectly illustrates this point. For the majority of the level the player will find themselves running through

CHAOS WAITS

THE THEORY OF CHAOS, AS TOLD BY THE WARHAMMER 40K BIBLE



Aside from battling the scourge that is humanity, *Fire Warrior* pits players against the minions of the Chaos Gods, four entities older than reckoning bent on bringing anarchy to the universe. The four gods, Tzeentch, Slaanesh, Khorne and Nurgul represent change, lust, violence and pestilence respectively and are truly a force to be reckoned with. The Chaos levels require some very well timed jumps to pass infested areas - if you're not a fan of jumping puzzles, tough luck. At least you have some sympathy when you'll die - *PSW* frowns on such sections.

bunkers and trenches not even wide enough to let three men stand side by side. The trenches funnel the player from point A to point B but you'll hardly notice as you'll be too busy avoiding incoming fire and wondering if the surrounding mortar shelling will suddenly fall on your position. All around the player can see other Tau fighting against Imperial Guard, giving them a good sense that they are actually in a war-zone, not just a single man with the fate of the known universe riding on his shoulders, a feeling that all too many FPS games are guilty of instilling. Whilst this illusion of freedom is welcome and well done it is still disappointing that more effort wasn't put into some more open level design with different available routes, secret areas or even just the ability to move more than a step or two to the side.

TAU BE OR NOT TAU BE?

To put it bluntly, *Fire Warrior* looks and sounds good, if somewhat uninspired. Character models are nicely textured and animated and although necessarily drab looking [war isn't too glamorous] the majority of levels showcase a nice level of detail and good textures. For the most part, *Fire Warrior* keeps up a steady frame



rate. However, at times it became chuggy when too much was going on in the background. The sound design is nicely evocative but once again derivative. The frequent gunshots and explosions sound great but they're really no different from the gunshots and explosions heard in any FPS released in the last couple of years. The soundtrack is fairly generic but does its job adequately, sufficiently dramatising the game's scenarios. *Fire Warrior* won't necessarily, as the name suggests, set the world on fire, but if you're looking for some fast paced FPS action you could definitely do a lot worse.

/ GARY CUTLACK

PSW VERDICT

> UPPERS	> DOWNERS
> Clever level design	> Corridors - what, more?
> Good weapons	> Erratic AI
> WH40K setting	> Some slowdown
> Killing human scum	> Find the key! Yes!
GRAPHICS	> Nice busy battlegrounds and good models
SOUNDS	> CRASH! BOOM! ZAP! KAPOW! (repeat)
GAMEPLAY	> Fast paced if stale shooting fun

OVERALL SCORE
A lack of any real innovation and some truly dubious AI scripting slightly taint a compelling Warhammer 40k experience.

8

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1 x Insignium Astartes - arms and armour of the Space Marines (RRP \$55.00)

1 x Inquisitor sketchbook (RRP \$50.00)

1 x Face of Battle - Art Book (RRP \$50.00)

1 x Warhammer 40,000 Fire Warrior T Shirt

1 x Fire Warrior Comic

1 x Fire Warrior PS2 game (RRP \$99.95)

To win, answer this question:

In 50 words or less, who is your favourite Warhammer 40K race and why?

Along with your name and address, write your answer on the back of an envelope and send it to:

40 000 Reasons

PSW

78 Renwick St.

Redfern NSW 2016

Winners will be announced in a future issue of *PSW*.



WIN RUGBY 2004!

THANKS TO EA, WE'VE GOT **10 COPIES OF RUGBY 2004** TO GIVE AWAY
NOW EVEN NEW ZEALANDERS CAN HOST THEIR OWN WORLD CUP!

1 - Who has won the most Rugby World Cups?

2 - How many tries did Jonah Lomu score in the All Blacks' match against England in the 1995 World Cup?

3 - Who is the total leading points scorer in the history of Super 12 competition?

4 - In 50 Words or less tell us who you believe will win the 2003 Rugby World Cup and why?

[And, to reassure the less rugby-inclined *PSW* readers out there, our rugby nut ad boy Mat came up with the questions - we'll be surprised if anyone gets every question correct. So have a punt, even if you're not sure.]

Along with your name and address, write your answer on the back of an envelope and send it to:

Rah Rah

PSW

78 Renwick St.

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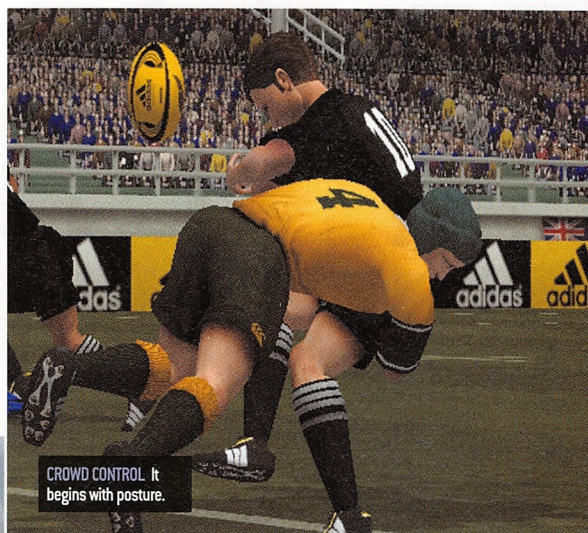
Winners will be announced in a future issue of *PSW*.



THE SUMMIT Of the professional game - ass-hugging.



UGLY BROTHER Thankfully, it plays better than it looks.



CROWD CONTROL It begins with posture.



ROMANCE Larkham's a wanted man, after all.



KEEN EYE The scrum half watches things a little too closely.

RUGBY 2004

TOO SMALL? TOO SLOW? CAN'T DO UP YOUR SHOELACES? THAT'S JUST A-OKAY, JUST WHACK RUGBY ON THE OLD PS2 AND PLAY AWAY.

> TYPE	SPORTS
> PLAYERS	1-4
> OUT	NOW
> PUBLISHER	EA SPORTS
> PRICE	\$99.95
> DEVELOPER	HB STUDIOS

WE HOPE YOU LIKE RUGBY. ON OCTOBER 10TH Australia and Argentina will officially kick off the 2003 Rugby World Cup and, mark our words, it will hold a media monopoly unseen since the Olympics. To look at it scientifically, the equation is simple; Large sporting event + lead-up months to Christmas = EA Sports



SMART MONEY It's on the Brumbies defence, that's for sure.

computer gaming title. With this hypothesis well and truly proven, the big question is, will *Rugby 2004* dummy, goose-step and then evade its way past the defence of expectation or will it be picked-up, pile driven, stomped on by all in sundry and then shipped off on a stretcher? The answer is neither. *2004* does provide a substantial experience, but key flaws in its graphics, gameplay and controls never allow it to achieve the results it should.

RUNNING RUGBY?

Unlike EA's other flagship titles such as *Madden* and *FIFA*, developer HB Studios have struggled to give *2004* the grace, polish and fluidity that a sport of perpetual motion requires. Like running onto the paddock without doing any stretches, it never feels loose or limber and the pace of the game is played like something from the Old Boys of '58 reunion tour. Players seem to take an eternity to react, whether it is diving on the ball, passing it, packing into a maul or moving in defence. This is extremely frustrating to play as you are mentally well ahead of your team

and by the time they get their act together you'll be hoarse from hurling abuse. In only its second instalment, it is harsh to suggest that HB Studios should've refined their product to the level of EA's other decade-long franchises, but these flaws are more likely due to EA shortening the developmental time to have its product ready for the main event, or that the budget for the title was simply mediocre.

If gameplay is the Caesar of this *Rugby* title, then the animations and controls represent Brutus and his backstabbing sheet-garbed mates. The animations, in fact, the graphics as a whole, are about as inviting as sticking your head into a ruck-full of smelly, sweaty arses. Blocky and robotic, they go a long way to inhibiting the gameplay. For example, the sprites dive and then slide suspiciously along the ground until they are near the ball and fail to pass a ball when tackled only around the waist. The controls also do their bit to administer a Phil Waugh coat hanger on the gameplay's spinal integrity, being horribly unresponsive to commands, allowing scoring and defensive opportunities to slip through



AFTER THE STROKE He's learning to walk again.



SIAMESE OPPONENTS No. 5 better expect some surgery.



BACKLINE TREAT The game's set pieces are novel



ESCAPE? Noone is allowed to escape the mass orgy.

your hands with the ease of a lubricated Lomu. Add these two elements to the already clunky gameplay and you have an injured sports title requiring hospitalisation.

WHAT HAPPENED TO HIS NECK?

2004 may not kick that many conversions on the field, but off it, it is a whole different story. The core of 2004 is so large it casts a shadow large enough to cause an ice age. The figures do the talking, with 7 game modes (including Super 12s and World Cup) 75 stadiums, 65 teams and 1,500 players. In fact, by the time you've actually indulged in each and every combination you'll be too old to co-ordinate your thumbs anyway. There is no doubting that this is the 'World Cup' title as every rugby playing corner of the globe is simulated, meaning that you can have the New Zealand forwards obliterate the lowly Canadians. 2004 also implements a management system by which you can create players and/or make trades and sales to build your team into a weapon of mass Rah Rah. This does sustain the length of a title considerably hampered by its gameplay.

BY GEORGE Eye's on the defence buddy.

HB Studios have fixed some of the issues that plagued the predecessor, *Rugby 2002*. The AI is a lot sharper for one, although it will still disappoint overall. At least the defensive line will attempt to prevent an attack rather than wonder off into the crowd to say hi to mum. The wave bars are gone too, which will be music to your thumb's ears, meaning the rucks are a lot more enjoyable. The line-outs and penalties are also superior due to the set-plays being intuitive to implement and flexible. The other major issue from the first game was kicking and this is still somewhat of a lost cause due to a camera positioning that gives you a nice view of the upper echelons of the world's larger stadiums but leaves your poor blind fly half a lost cause. The SFX aren't too bad, with Gordon Bray on commentary and the sound of two bodies impacting accurate enough to make a sadist's day, plus, INXS get funky on the title tune.

"THE GRAPHICS AS A WHOLE ARE ABOUT AS INVITING AS STICKING YOUR HEAD INTO A RUCK-FULL OF SMELLY, SWEATY ARSES"

Rugby 2004 is not the game it should be. Mammoth in size, it has covered the game in its entirety but left the little components to run incoherently within, resulting in gameplay that is ultimately frustrating. Things pick up with four players, of course, but unless you plan to spend the next few months both playing and watching rugby, you would be wise to wait for this franchise to find its feet. Though, we predict that, strangely, rugby fans might well be satisfied.

/GARY CUTLACK

PSW VERDICT		
> UPPERS		
> Exceptionally comprehensive		
> Management system		
> Four-player action		
> INXS' new song		
> DOWNERS		
> Graphics below par		
> Controls unresponsive		
> Gameplay frustrating		
> No fights		
GRAPHICS	> Poor animations and unpolished visuals	5
SOUNDS	> Big thumps, crowd and decent commentary	8
GAMEPLAY	> Plenty of depth system but frustrates	7
OVERALL SCORE		
An over-ambitious and under-achieving sports title that supplies quantity over quality, but one which remains the fans' number one alternative to watching the big event.		
		7



COLIN MCRAE RALLY 04

MAD SCOT MCRAE MAY HAVE LEFT FORD'S GLOBE-CRUSHING RALLY TEAM, BUT THE GAMING SERIES HAS LOST NONE OF ITS FOCUS. GEDDIT? THOUGHT NOT.



> TYPE	RALLY DRIVING
> PLAYERS	1-4
> OUT	SEPTEMBER
> DISTRIBUTOR	ATARI
> PRICE	\$99.95
> DEVELOPER	CODEMASTERS
> ONLINE	NO

BACK IN THE DAY, MANY MOONS AGO, WHEN we were lads, there was a game called *Colin McRae Rally 02*. And glorious, so it was. Burn the innards of the flimsy, grey PlayStation, so it did. And such was its beauty, such was the attention it demanded from those with the lust for intoxicating vapour in the nostrils, gravel in the eyes and vast, sensual burnings in the brain, that it was dubbed "classic" by experts up and down the land. At the time, one great reviewer of games did sayeth: "It's f***ing awesome," as he wiped greasy stains from his NHS glasses. And lo, for the game did get 10 out of 10 all over the bloody place.

And the clocks did tick and the summers wane, and a great wizard happened on the town of Rally and he provoked much fear and awe and love. And his name was PlayStation2. "Shite," said the makers of Rally's games. "We can't make this work and all those people want their rallying. What in the name of Jesus are we going to do?"

And a great race began. And *McRae 02* had a son, a bright and fierce champion. And he did battle with the likes of *World Rally Championship* and *V-Rally 3* in one of the most fierce genre battles of 2002, and he just, just, kicked the surprisingly glorious asses of the competition for PlayStation2's coveted rally crown. And the defeated went away to lick their vile wounds and to procreate, and *McRae* returned home to nurture his sibling, a tiny game born under a star and dressed in swaddling clothes. And this child's name was *Colin McRae Rally 04*.

Wise men were probably involved. Things may have stunk of frankincense for a bit. Before we tell you why, we're going to tell you this as an absolute, infallible statement: *Colin McRae Rally 04* is not only the best rally game in existence, the absolute definition of the genre in this hardware generation, but it is also a serious contender to the likes of the *Gran Turismo* series and, therefore, one of the finest car games ever made.

HERE'S WHY

Firstly, there's the "wow" factor. From the moment you see the practically perfect car models sitting at the start line of the first American stages, you're sitting staring at the screen like a priapic teenager gawping at the first, sweetest, delicious taste of hardcore pornography. When the engine roars and the car speeds off, sliding round the first bend, throwing up gravel like a kitten in a used litter tray, anyone with a penchant for car games will be almost literally stiff. It's gorgeous. Codemasters' development team is obviously made of superheroes. These men are space-developers. Their technology is far superior to anything else on our paltry planet. Wow, you say. Wow.

Once you finally get over the peak of the drug-like come-up, you start to realise that *McRae 04* has by far the most realistic, and therefore fairest, handling of any other game in its class. Rally games can bemuse those used to actually driving fast cars. Why, you normally ask yourself,



TRACK OFF Big air will give your shocks a beating.



NATURE'S WAY Sporadic tunnels really do feel claustrophobic.

when I have done everything I would have normally done in this situation on a road, am I flying off a cliff like a brightly painted lemming? That's a bit rubbish, you say. In *McRae 04*, the single pivot of most driving games has given way to a car that actually drives on four wheels. The effect is dramatic. The handbrake works exactly as a handbrake should, pushing the car sideways through hairpins only to relinquish to realistic power distribution that pulls you neatly out of the corner. Wow, you say again. That's really, really smart. There's not a lemming in sight, aside from the case when you completely deserve it. That's a major plus.

Good so far. You sigh like a raver in bliss. Soon you're doing the gaming equivalent of

"THE ABSOLUTE DEFINITION OF THE GENRE AND A SERIOUS CONTENDER TO THE LIKES OF THE GRAN TURISMO SERIES."

dancing like a maniac in the greatest club ever built. A *McRae* trademark, the courses are challenging, exhilarating, fantastical and, this time round, they come in as spectacular a setting as you can imagine on PlayStation2. The attention demanded to power your car to the end of the stages successfully is all encompassing. To call it an "experience" is a cliché in the extreme, but that's exactly what it is. How far you have come, our son.

THERE'S MORE

Each rally throws up new challenges. Gravel of different grades, tarmac of various shades, snow, ice, trees and helicopter blades whirling before you and cameras rolling, threatening to distract you from the gloriously onerous task in hand. The sound and vision amalgamation truly is sublime.

Yep, the sound. Rarely in a game has such a technical mix of noise gone to increasing the palatability of overall play to this degree. As road surfaces switch – there are 34 in total, all with

LOTS AND LOTS FOR YOU TO SEE

SPECTATORS, FIRE TRUCKS, AN ENTIRE HERD OF WILDERBEAST SWEEPING MAJESTICALLY ACROSS THE PLAIN... ENOUGH WITH THE DISTRACTIONS!



>> Well, what the hell do you expect to see in America? As everyone knows, fire "trucks" are everywhere in the Land of the Free, strewn around the dusty forest of the Rocky Mountains like pine cones or pellets of bear dung. See, there's one. You'll pass plenty of them, which is really great when you're panning a Citroën through the eye of a needle at 130mph. Thanks Mr Fire Truck, you say as you slither into a huge rock and watch your brain fly through the windscreen.

Then there's the archetypal, ramshackle Greek slum dwelling. "Wrong way!" says the screen, but you just don't care, so fascinated you are at how the other half live. And, of course, there are the crowds. Colour us disappointed. If you plough into unsuspecting fans (fools) standing too close to the track, the screen goes white and you're put neatly back on the road. No blood, and that man's still waving. See?



their own handling characteristics and distinct look – the sound your car makes sounds exactly as it would if you suddenly decided to jump into your Falcon and throw it around a national park on a Sunday afternoon. Put yourself into a heavy slide on tarmac, or thunder over grass, gravel or ice, and that's exactly what it sounds like. Sod music. Rubber on dirt is far more exciting. Or metal on dirt, as you'll see when your tyres blow leaving you trailing amber sparks down the road to the screeching accompaniment of wheel rim on rubble.

Then there are the courses themselves. As well as some brilliant new course, old classics from *McRae 02* have been resurrected. Even the first levels have you blasting through tunnels in rocks, and bridges, ravines, gates and ditches all quickly throw themselves at you as you plough through the Championship mode. This is one of *McRae's* greatest assets – it's ability to thrill. There are sections in the Finnish rally that mix gravel, tarmac, grass, gates, buildings and courtyards in rapid succession, quite literally leaving you breathless, marvelling at the unique balance between brake, inertia and road surface, at the absurd frenzy you've just successfully negotiated as your co-driver says, "Stop the car!" as though he's just woken from a Mogadon overdose.



RALLY STUD "What, stop? Already? I could still go for ages..."



"LIKING COLIN MCRAE RALLY 04 IS AKIN TO THINKING FABERGE EGGS AND MICHELANGELO SCULPTURES ARE 'OK'. THIS GAME WILL NOT BE SURPASSED FOR YEARS TO COME."

Even this area is done to perfection. Nicky Grist, McRae's former co-driver and long-standing voice of the games, has now been ousted as the guy drawing the pace notes, but the polish on Derek Ringer's performance greatly adds to the overall feel. Due to the non-realistic nature of the courses, Derek has to pump out the commands, again leaving you wide-eyed at just how well the game works on every level. Polish. Polish is the key.

And with polish comes extras. Some people are born moaners. "I don't like rally games," they spew every time another incarnation comes to market. "It's so boring. There are no other cars to race. When I was a child I used to whine all the time to my mother about not being able to amuse myself for literally more than 10 seconds because I was, and still am, the epitome of what it means to be a completely spoiled devil brat," etc. You know the sort. And so does the McRae development team. So they put in eight Multiplayer modes. That's eight. You can play against each other in every mode

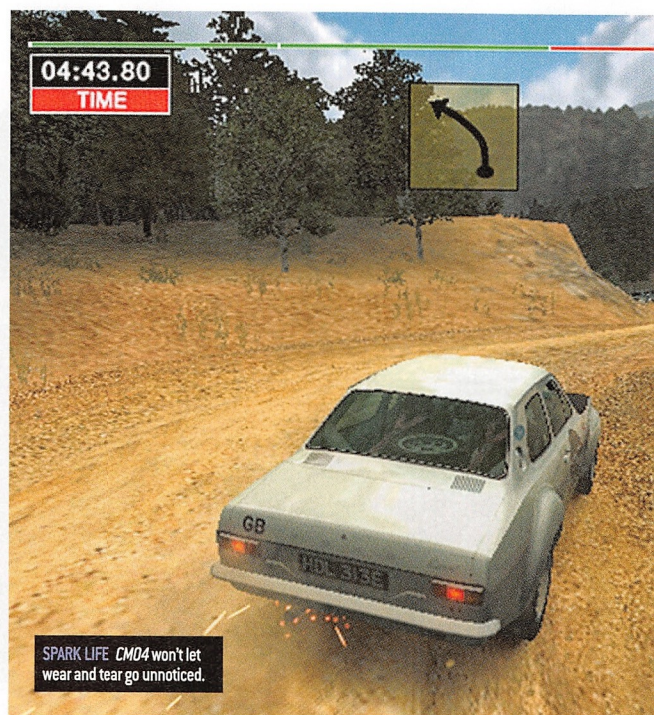
available (two-player in Championship or up to four players in Rally or Stages).

In the Championship mode you can even drive for the same team, or, obviously, head-to-head on a split-screen or in turn. The four-player challenges see you race one after another against each other's ghost cars. The Arcade mode from *McRae 03* is nowhere to be seen. Why? Because the moaners asked for it, got it, and didn't like it. That's because the moaners have no appreciation of what rallying actually is. Bollocks to the moaners. Bollocks to them all.

DUNGAREES AND CAMSHAFTS

Fixing the car between stages is essential. And fiddling with its set-up is also an option, so if you want to delve into the world of tyres, ride height, springs and the like you can do, but the default setting suffices if crap times are good enough for you. You slacker. It's simple really: Make the effort and you get the most out of your car.

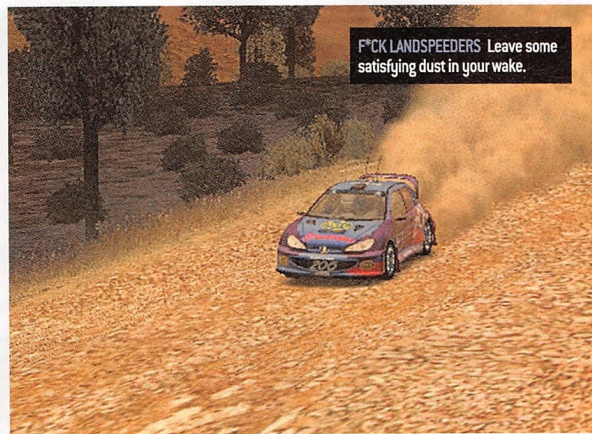
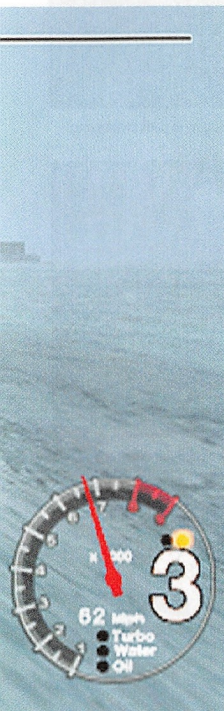
And when you're bored of one, there are plenty more. Cars become unlocked as you take



on the rigours of the Championship bringing the grand total to 20. Our first trophy was the office favourite, the aging warrior, the MkII Ford Escort. Tears sprang to our eyes. We want to race our little man, we said. So off we went to the Stages mode, where you can play any track you want provided you've unlocked them in the Championship mode. And happy, so we were.

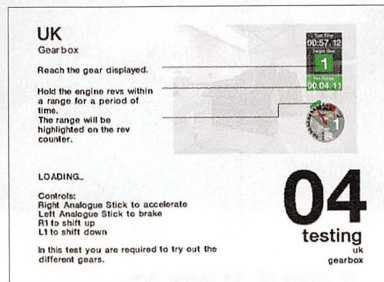
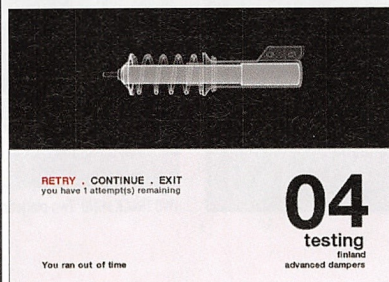
Two-wheel drive, four-wheel drive and B-group races – consisting of the likes of the absurdly





TESTING MCRAE'S PATIENCE

HOW DID CODEMASTERS' MEN ACTUALLY MAKE TESTING CAR PARTS FUN? WE HAVE NO IDEA. THEY MANAGED IT THOUGH.



01 > TESTING DAMPERS

Bounce your car as hard as possible into mud tracks and get better shock absorbers in return. Fill the red bar and finish in time for top damper-based glory.

02 > TESTING GEARS

Go up and down gears with R1 and L1 and keep the needle in the green with the X button. Finish the test for a shiny new gearbox. Just what you need.

03 > TESTING GRAVEL TYRES

Tyre technology waits for only one man. You. Drive sideways until the bar goes green, finish the course in time and make gravel tracks your oyster.

powerful mud-slinging icon, the Audi Sport Quattro rallye version – are all available. Provided you're good enough at the Championship. The Championship is key. Bread and butter, McRae would probably say. Bread and butter.

YOU ARE NOT A JEDI YET

The last, great unlockable is the Expert Championship. Here you're fixed on the in-car view with no visual pace notes and damage turned up full, a little like a blind dog on the Cresta Run. Ringer blasts out pace notes and you keep up or die. This is for purists. You won't even get a chance at taking this on unless you beat all eight rallies on offer on the Advanced setting. To do this you will need to be an alien super-being, like the guys that actually made the game.

Hilariously, and true to form, there's no "easy" setting at all. You're going to have to work for your glory. This is a Good Thing. You even have to perform parts testing to accrue all those lovely extras like snow tyres and advanced dampers. This involves driving short courses between

rallies which have to be finished in certain times while putting enough hammer on rubber or springs to deem them "tested", among other tasks. They're essentially mini-games, and yet again prove that Codemasters has finally nailed the balance between functionality and fun.

But while you're in Colin's universe, you're not restricted as playing as the monotone Scot, as you were in *McRae 03*. This time you put your name in, pick your own nationality, choose your own car and race for the team you fancy racing for. You get the feeling this is the game the development team always wanted to make. It's a perfect mix of freedom and constraint, frustration and enjoyment, fairness and challenge.

Perfect? Well, we could easily pick some holes. Occasionally it slows down. Very occasionally. And, yes, sometimes you hit a tree the size of a twig and stop dead. Sometimes. But that's really it. To dwell on such tiny flaws in a game that so massively pushes the rally genre forward would be like snivelling at a slightly battered briefcase that contains used \$50 notes. Pure folly.

We like rally games. We really do. But "liking" *Colin McRae Rally 04* is akin to thinking Faberge eggs and Michelangelo sculptures are "OK". This game probably won't be surpassed for years to come. Thinking about it, you'll probably have to wait for *Colin McRae Rally 05*. Hence the score. Just buy the bloody thing.

/PAT GARRATT

PSW VERDICT

> UPPERS	> DOWNERS
> Looks amazing	> Occasional slow down
> Sounds amazing	> The odd concrete tree
> Handles amazingly	> Doesn't have porn extras
> Is amazing	> Isn't made of gold

GRAPHICS > Joyous. A real motorist's wet dream 9

SOUNDS > Practically perfect in every way 9

GAMEPLAY > What can we say? Defining rally handling 9

OVERALL SCORE
Colin McRae Rally 04 is that rare moment when a genre is defined to the dismay of its competitors. The upcoming *WRC3* will have its work cut out to beat this.

9



ADDICTED TO BASS Our head's still rockin' now, man. S-O-R-T-E-D.



QUEEN B Brian May is apparently a big fan of the game, too. Not



EYESORE The kind of future old people fear.



EBONY AND IVORY You and a friend playing in perfect harmony.



TWO TRACK MIND Two-player mode is all about the power-ups.

AMPLITUDE

WHEN GOD CREATED MUSIC, HE DIDN'T MEAN FOR IT TO BE USED LIKE THIS. HE MAY EVEN BE ON HIS WAY BACK TO TELL US OFF. SO KEEP THIS QUIET.

> TYPE	RHYTHM ACTION
> PLAYERS	1-4
> OUT	SEPTEMBER
> PUBLISHER	SONY
> PRICE	\$99.95
> DEVELOPER	HARMONIX
> ONLINE	YES

LIKE A FAT MAN AT A SUPERMODEL PARTY, the PS2 continues to try and muscle its way into the hip crowd in the hope of some credibility. *Amplitude* is Sony's latest ploy: a music-making rhythm action game that hasn't been designed for pre-pubescent Japanese Lolitas (or Ashley, which amounts to the same thing.) It's the sequel to 2002's much-ignored *Frequency*, which set out to explore the same concept. And guess what? It actually works. Yeah, we were shocked too.

Confused? Don't be. The core gameplay is about as simple as it's possible to get. A string of 'notes' flies at you and you press one of three buttons to trigger the sound. One simpler, and you'd be watching a cut-scene of a multicoloured ribbon flying into space. Unlike all the dancing games we've seen of late (and *Amplitude* definitely isn't a dancing game), different parts of the song actually begin to play as you complete each bar. Get 'em all playing at once, and you've got an audio symphony; instead of playing an instrument, you're basically playing the whole tune, piece by piece.

So a typical game goes like this: you choose one of the approaching tracks to play. Starting

with the beat, you press the buttons to trigger it off. Once you've completed two bars, it'll keep on playing all by itself. So you move to the vocals, where every button press will trigger a few words. Next it's the sound effects, then the guitar part and so on. Like swimming and juggling, it's a lot easier to do it than explain it. If you see it on display somewhere (fat chance), try it out.

I'M THE MACK DADDY OF THE HIP HOP HOOD

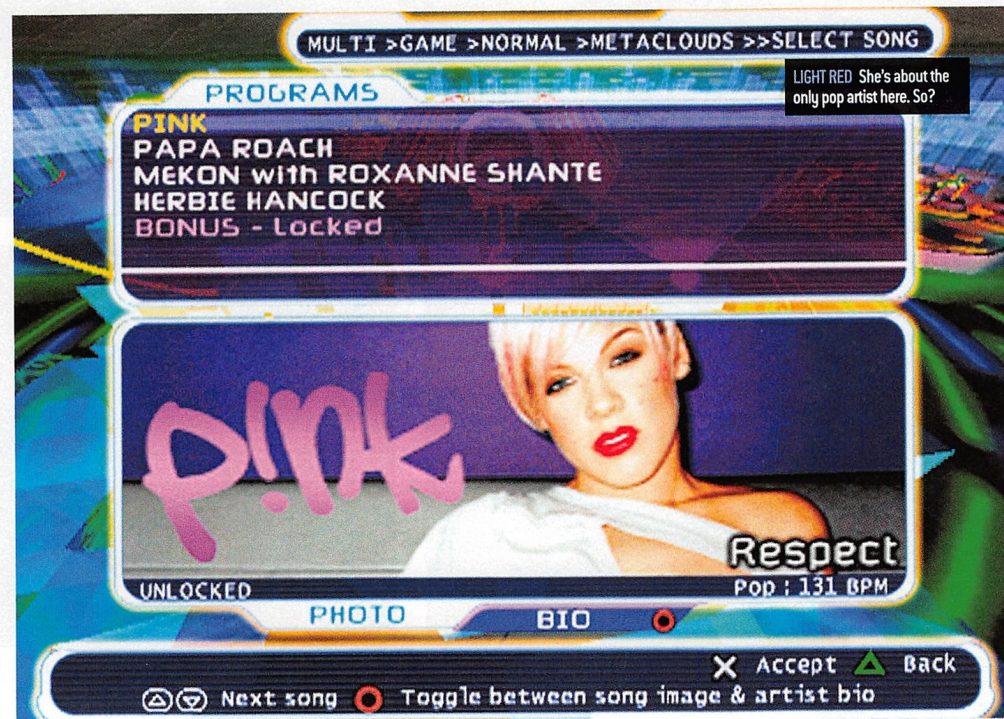
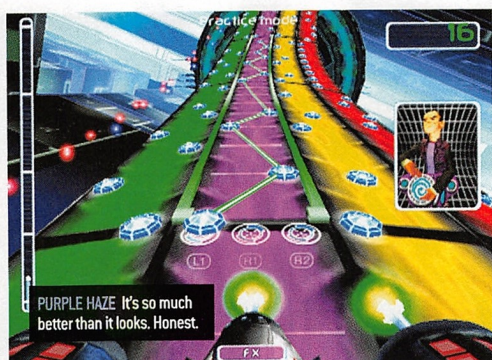
Amplitude's not all about the candy-floss pop of most rhythm action games, either. It's trying to



THIN BLUE LINE Where would we be without bass? KICK IT!

snare 'real' music listeners out there. There's people like Run-DMC (remixed) and DJ HMX. It's rounded out by US rock from blink-182, Papa Roach and clown-faced freakazoids Slipknot. One of the more bizarre tracks is a remix of body-popping classic Rockit by Herbie Hancock with some help from Mixmaster Mike. Even artists love it: David Bowie is mad about *Amplitude*. "It's so addicting," he said, illiterately. But we know what he means. This doesn't mean you should buy it, of course; our Dave has also been addicted to: a) dressing up as a woman, b) dressing up as a Nazi, and c) heroin at various points in his career. But we're pretty sure *Amplitude* won't have you wandering the streets smacked out of your head dressed as Helga, She-Wolf of Spilsburg. (Unless there are a few hidden tracks we haven't unlocked yet. There may well be.) In fact, all this so-hip-it-hurts stuff may well put off more mainstream listeners. We could do with a bit more decent power-pop, actually. At least round-faced megastar Pink – sorry P!nk – is here to pep things up a bit with a bit of a perky track called 'Respect', which goes down a treat. To be honest, we're hard-pressed to





find a track we really hate on here, which is surely a music game first. Personally, a slightly different version would be fantastic, with top garage, indie and drum 'n' bass tunes on it. Anyway, at least I get my Mekon, David Bowie and Garbage making appearances. Don't expect chart-topping tracks even from A-list stars, though, this is all about the mad choons (sorry) so it's mostly outstanding album tracks that only spotters will recognise, and remixes or original tracks made for the game.

STRICTLY NOT FOR HATAZ, G

Apart from snippets of the appropriate video shown in the background, graphics are all mad cyber-colours and abstract shapes. Which are surprisingly easy on the eye, thanks to superior design work. Not a great deal has changed from the earlier game, with loose ends being tidied up and the Freq system rejigged. Freqs, by the way, are your in-game characters. In *Frequency* you could design your own logo from an easy-to-use selection of shapes and colours. In *Amplitude*, that's been ditched in favour of a vapid-looking dancing character who jigs along to all the beat. The more tunes you unlock, the more you get to decorate a new Freq. It's a bit lame, to be honest, and is a real step back from the abstract creations of the first game. The last thing you want to people to see when you're demoing your mad new music game is some polygonal twat in the corner of the screen, playing a futuristic space guitar and dancing like your old dad.

"DAVID BOWIE IS MAD ABOUT AMPLITUDE. 'IT'S SO ADDICTING,' HE SAID, ILLITERATELY. BUT WE KNOW WHAT HE MEANS."

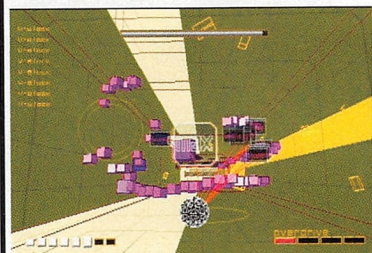
Where *Amplitude* comes into its own is in the multiplayer games. Abandoning *Frequency*'s squint-or-you'll-miss-it split-screen mode, the fun two-to-four player game sees you all competing on the same screen for a perfect score. Best of all, *Amplitude* promises to let you play online with people from all over the world, coming together in musical harmony so inspired and soppy it feels like an advert for some giant multinational bank. We say 'best of all' – we actually mean 'reasonably interestingly', because we're not quite convinced that this is the killer application that'll get PS2 owners flocking to the internet in droves.

Still, it's better than it sounds, because in the end, the best thing about *Amplitude* is the frenetic struggle to get the highest score; it'll keep you coming back for a long, long time. We can't see *Amplitude* breaking any sales records, but the Genuinely Unusual Game is an endangered species around here and by George, we won't let it die, especially when it's one that's actually worth playing. So bring on the lawnmower simulators, the flea-circus management titles and the croissant-making party games – we're ready.

/ JOFF BROWN

BEAT MASTERS

PS2 ACTUALLY HAS SOME AWESOME MUSIC-BASED TITLES. THEY'RE THE BEST GAMES YOU'VE NEVER PLAYED.



>> REZ

Tiresomely championed by all games jourmes and ignored by the games-buying public, *Rez* is a psychedelic shoot 'em up where you control the music. Totally original and an absolute gem. We mean it.

>> TUNES BY Coldcut, Adam Freeland, Jouvouka.



>> FREQUENCY

Amplitude's dad. Same concept – press one of three buttons at the right time to trigger music. Once you get started, it's hard to tear yourself away... trust us on this.

>> TUNES BY Jungle Brothers, Roni Size, DJ Q-Bert, Paul Oakenfold, No Doubt



>> PARAPPA THE RAPPER 2

Yes, it looks unspeakably childish. Yes, the game itself is short and extremely silly. But in some indefinable way it still rocks our tiny world. Wassup, dog?

>> TUNES BY Er, the people who made the game. And De La Soul. For some reason.

PSW VERDICT

> UPPERS

- > Top muso's tunes
- > One-more-go gameplay
- > Intense visuals
- > Neat online play

> DOWNERS

- > US 'raawk' may annoy
- > Freqs are tragically unhip
- > We deserve more pop...
- > ...and rapping dogs, too

GRAPHICS > Like Neo's crack nightmare, but still fun

7

SOUNDS > We can't fault the eclectic selection here

8

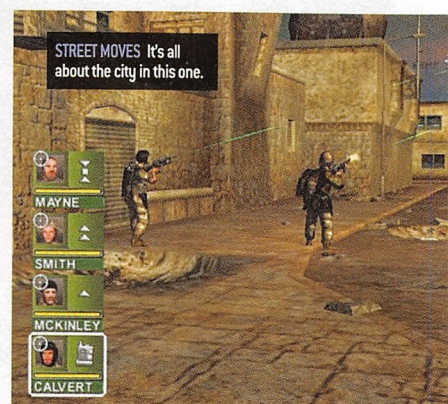
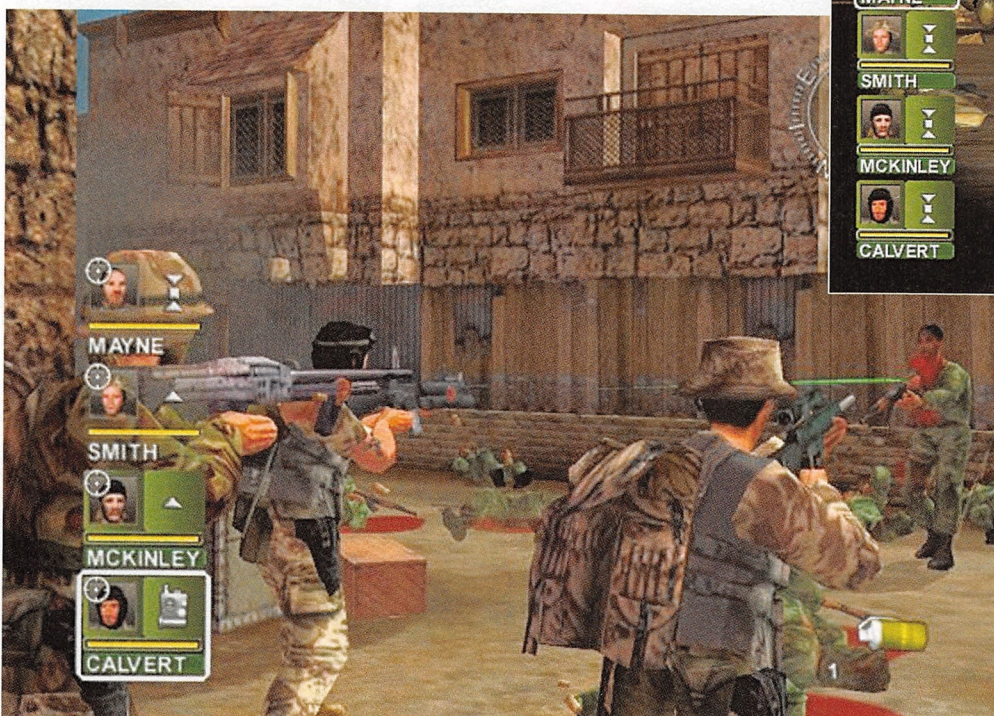
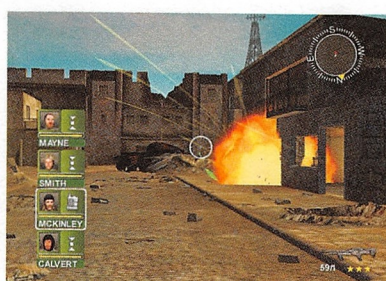
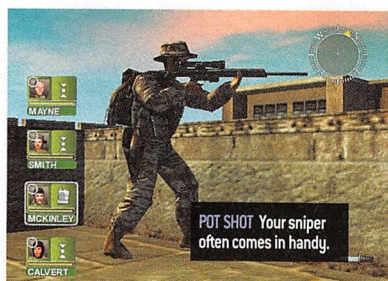
GAMEPLAY > Three buttons, weeks of manic beatmaking

8

OVERALL SCORE

If you're on the lookout for something truly different and endlessly entertaining, you should really look this up. Rent it first, pick up *Frequency* second-hand and draw those bedroom curtains.

8



CONFLICT: DESERT STORM 2



NO, NOT THE RECENT INVASION – THIS IS A RETURN TO THE EARLY 90S. PUT ON THE HAPPY MONDAYS, GROW A FRINGE AND SIGN UP.

> TYPE	TACTICAL SHOOTING
> PLAYERS	1-2
> OUT	NOW
> PUBLISHER	SCI
> PRICE	\$99.95
> DEVELOPER	PIVOTAL GAMES
> ONLINE	NO

EVER THOUGHT ABOUT JOINING THE ARMY? It's probably crossed your mind at some point. But it's far easier to pass your local (ever so slightly sinister) recruitment centre and head for the (most certainly sinister) games shop to pick up a copy of *Conflict: Desert Storm 2* instead. For those not in the know, *Conflict: Desert Storm* turned the controversial conflict into a barrel of mission-based laffs last year. Its four-man-based battle system wasn't big or clever, but it was strangely enjoyable and accessible. The weird thing is that in the kooky world of squad-based

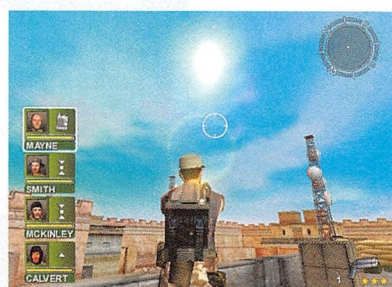
games, there was nothing quite like it. This sequel pulls off the same stunt. It's far less tiresomely stealthy than *SOCOM* and its ilk, and it's not half as realistic either. Good – the makers of *C:DS2* understand that most people don't want much actual war in their war games. From this, you'd think we'd won the Gulf war because we're supermen who can take tens of bullets. Either that... or we were playing on Easy mode again like the cowards we are.

If you balk at the thought of having to sort out a team of four military operatives when you

can't even put your T-shirt on the right way round, don't worry. The system's very simple, and it doesn't amount to a whole lot more than telling each man to follow you or stay where you are. There's a nice relaxing feel about letting the three other guys in your party do all the hard work, while you sit back and chomp on a figurative cigar. As for the graphics, they won't hurt the eyes, but they're not exactly premium A-grade PS2 quality either. Still, they're certainly an improvement on the first *Conflict* title, which had to make do with empty-looking deserts and Duplo-style buildings. Here, even internal environments are decked out in realistic trappings, and some street levels can look pleasingly complex.

STREET FIGHTER 2

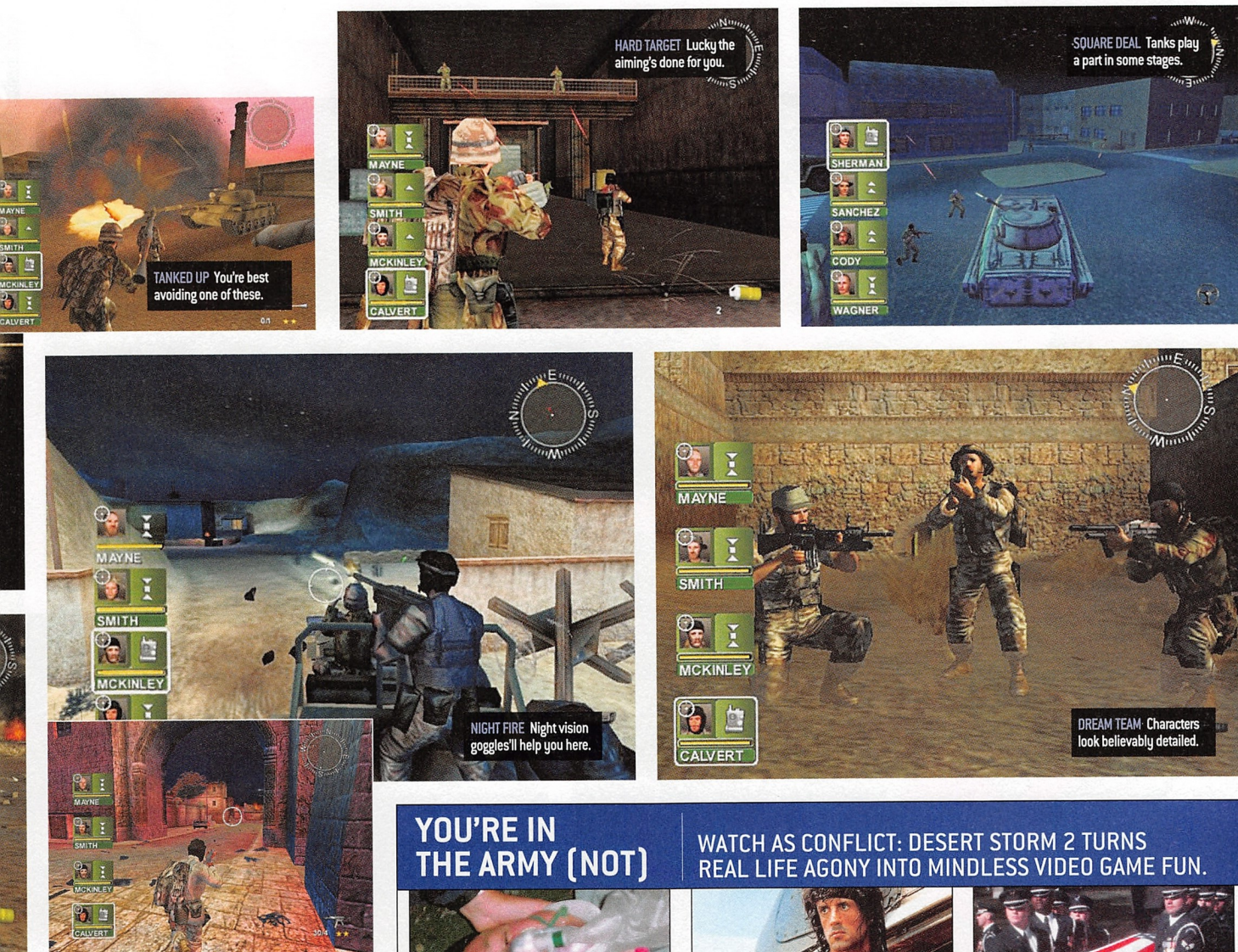
And it's in the ominous city roads that the action becomes most tense. As you advance slowly down the street, the sinister calm will suddenly be interrupted by the crack of a rifle shot or even the rattle of a grenade landing at your feet. Because there's four in your group, you can't always use gung-ho tactics to escape either.



AIM FOR THE SKY Flare guns will announce your position to all.



NICE SHOOTERS Choosing your weapons couldn't be easier.



Instead it's a case of carefully husbanding your resources and backing away out of trouble. Luckily, your men act fairly sensibly when you're not controlling them, and rarely manage to get themselves killed entirely before you come to their rescue. You can choose between SAS or US troops, but not much changes apart from the accent. There's also the odd vehicle to drive, but the two-controller setup that works well for fighting is decidedly odd when you're wrenching a jeep round a ravine.

Best of all are the moments when you hear an ominous rumbling. A tank comes trundling around a corner. Suddenly, all those other games where you've been faced with tanks that explode in seconds seem a bit trite, because there's nothing your puny guns can do. Unless you're quick with the claymore mines, you're going to have to avoid both the machine-gunner on top and the turret swinging inexorably round to find and destroy you, like God's dirty finger. Luckily, there's another option: call in an airstrike and a few seconds later a fully tooled-up chopper shows up and blasts the tank into the dust. This only happens on certain occasions, though, so you'll be constantly figuring out new ways of tank-busting. Anti-tank ammo and C4 explosives will also do the job. It's not often that we see such good use of real military vehicles in games, and we were quite impressed.

FOUR TO THE FLOOR

Lose one man, and you've lost the game, so it's imperative you keep an eye on all your troops. You'll need their special skills to survive the warzone anyway, so it's always worth flicking to

YOU'RE IN THE ARMY (NOT)



> CASUALTIES

Unlike the real Gulf, wounded men don't have to be cared for in a hospital, miles away from the action. Instead, they can be instantly rejuvenated with a classic video game medipack. Humph.

WATCH AS CONFLICT: DESERT STORM 2 TURNS REAL LIFE AGONY INTO MINDLESS VIDEO GAME FUN.



> HEROISM

Our boys never, ever leave a man behind. And in this case you can't, because as soon as one of your team goes down, it's game over. Er... one for all, then, if that's the case!



> COLLATERAL DAMAGE

If you're feeling mean, you can pump round after round into your fellow *CDS2* soldiers and they'll never complain. Just claim it's "target practice" and there's nothing they can do. Weird.

"WE WON THE WAR BECAUSE WE'RE SUPERMEN WHO CAN TAKE LOTS OF BULLETS. OR WE WERE PLAYING ON EASY"

another character to make sure they're tooled up and healthy. Trouble is, the four soldiers always end up looking very similar, and when you're facing them there's no way of identifying them other than by sight. Cue some "hilarious" friendly fire incidents when you let off a round at a far-away soldier, only to find out he was one of your men. Sadly, there's no option to fall to your knees and shout, "Noooooooooooo!" into the sky.

So we wholeheartedly recommend *Desert Storm 2*, especially if you've always harboured vague ambitions to join a cadet corps, if only you didn't have to get off of your fat arse to do it. But we have to say this: it's still a bit disquieting, "playing" through such a recent conflict which involved people we know. It seems a little unfair to cast the apparently oppressed soldiers as the enemy here. Mind you, in the *Sonic the Hedgehog* games all the enemies were

brainwashed minions too. The difference: every time you shoot an Iraqi soldier, a smaller, cuter "unoppressed" version of that Iraqi soldier doesn't appear and skip happily off the screen. But once you get used to the idea that US oil interests equal peace, justice and freedom, you'll be popping off those Iraqis like so many bunnies. Altogether now: USA! USA! A-OK! A-OK! Be afraid.

/ JOFF BROWN

PSW VERDICT

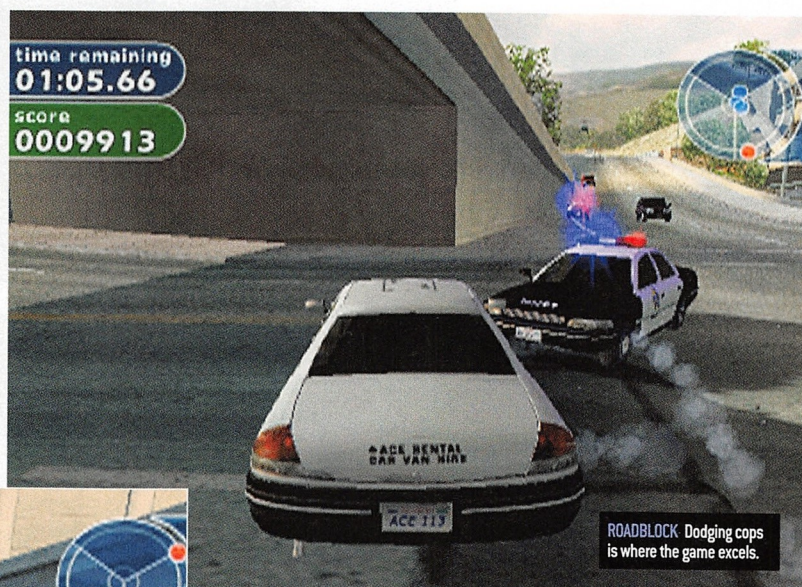
> UPBERS		> DOWNERS
> Almost unique gameplay		> Too simplistic for war fans
> Squad combat kinda works		> Not exactly realistic
> Great set-pieces		> Linear missions
> Decent enough graphics		> Not many new features
GRAPHICS > Like PSW, no lookers but they do the job		7
SOUNDS > A job-lot of workaday explosions and voices		6
GAMEPLAY > Never gets confusing. Or that exciting either		7

OVERALL SCORE
Just complicated enough to keep us interested, *Desert Storm 2* is much more fun than most tactical shooters. Shame the action never really gets that intense or believable.

7



NEED FOR SPEED TOO The missions that require slow driving are frustrating.



ROADBLOCK Dodging cops is where the game excels.



MINI ROLLS Manoeuvres look impressive in the Mini.



BIGGER PIZZA THE ACTION Some objectives are tiresome.

THE ITALIAN JOB

DODGY ITALIAN GOLD HEIST GOES WRONG IN LA – IT'S A MINI ADVENTURE!

> TYPE	RACING
> PLAYERS	1-2
> OUT	SEPTEMBER 19
> PUBLISHER	EIDOS INT.
> PRICE	\$99.95
> DEVELOPER	CLIMAX
> ONLINE	NO

THERE ARE BASICALLY TWO TYPES OF PEOPLE in this world; those who believe the new Mini Cooper is a really funky, cute little car and highly desirable fashion accessory. And there are those who think they're rubbish little cars for hairdressers and effeminate men. We're firmly in the latter camp, preferring our cars to be big, pointy, and with really shitty petrol mileage. So a love affair with *The Italian Job* – a shameless advertisement for the new wave of Minis – was never really on the cards. The game comes off the back of the movie remake, starring

everyone's favourite failed rapper Mark Wahlberg (that's Marky Mark to you and

me), which itself seems to be getting pretty average reviews. So it's only fitting that the game fails to set pulses racing in the same way as the new flick.

At times *The Italian Job* is one of the lamest driving efforts ever to set foot in Redfern Towers. It looks good and it plays well, yet here we are, embarrassing it in front of its mates with a lowly 5 out of 10. We could say it's a protest against the way Marky Mark treated his funky bunch back in his musical heyday of the 90s, but sadly it's not quite as simple as that.

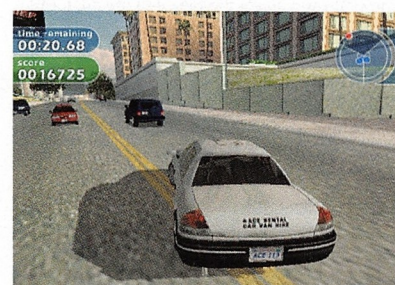
BLOW THE BLOODY DOORS OFF

The problem is, *The Italian Job* is a game where the gameplay itself is very much at odds with the overall structure of play. There's a fast, fabulous game just waiting to break free – which, if we're being fair, it does to a certain extent, the manic Mini races through the LA subway system being a prime example – but how can it when it's being held back by some ludicrously poor game design?

Take the Story mode, for instance. Following the plot of the film to the absolute letter, it's 15

multi-part missions should have recreated all the thrills and spills of the movie. Instead, it delivers a selection of half-hearted "drive to this point in 30 seconds" style objectives and a total playing time that effortlessly clocks in at well under the film's running length.

It's not just the length we're bringing into question, but the whole nature of some of the objectives themselves. Tailing a security van to figure out the best place to bust it might sound exciting, but when it all boils down to three minutes of very slow driving, it doesn't exactly



ON THE JOB The game quickly runs out of steam.



SUPER COOPER The Minis look great.



MICRO MACHINES Small and nippy, that's the Mini.



EASY CAR Like this motor, the game's one to rent rather than buy.



FOLLOW THE VAN The missions where you chase the van are dull, dull, dull.

make for the most entertaining of gaming sessions. Especially when the driver of said van has a tendency to stop at every gas station going to pick up some petrol and a packet of Silk Cut.

The ineffectual radar system is nearly useless, a mini-map would have been far more helpful, especially since some target points are deliberately set up so that the best route lies in the opposite direction to the radar. Luckily the two main city maps are both fairly small and, providing your sense of direction is good, they can be memorised pretty quickly. Not that it's any excuse to deliberately hide some objectives in obscure locations just to in an effort to make the game harder. That, in our book, is simply lazy game design.

When it is good, though, *The Italian Job* really comes into its own. Dodging cops, in fast pursuit,



LOCATION, LOCATION, LOCATION Maps are easily memorised.

on the city rooftops, driving across a posh golf course and the final climactic chase through downtown LA – this is exactly what we were hoping for. What a shame, they had to shoot themselves in the foot, destroying this

“MAKING EACH RACE A ONE-OFF IS AS SENSIBLE AS DIPPING YOUR OLD FELLA IN FISH FOOD AND USING IT AS BAIT.”

cataclysmic moment of superb gamesmanship by forcing us to play through so many crap bits in between.

WHY ITALIAN JOB IF IT'S SET IN LA?

“It's OK though,” we thought to ourselves, “because the extra modes will more than make up for it,” and in a way we were right. But in another more accurate way, we were wrong. The Race mode, for example, is a real blast just zipping through the busy, downtown streets.

But why on earth did the makers not think of putting in some kind of championship system instead of making each race a one-off? It's about as sensible a decision as dipping your old fella in fish food and using it as bait to catch shark. With no real aim to any of the races, it renders the whole Race mode about as pointless as low-alcohol lager.

CHOKES START!

DRIVE MINIS ALONG PIPES AND OVER LORRIES!



>> If you've ever imagined what it would be like to drive your motor around your Uncle's lamp shade distribution warehouse, then wonder no more! *The Italian Job's* Stunt mode is a fun set of obstacle courses over which you'll need to drive the manoeuvrable little Minis. The quicker you do it and the more funky wheel spins you pull the more points you'll receive and the more likely you are to move onto the next course. It's great fun, although there are only four courses. Plus it's bloody difficult too. More courses and a gentler difficulty level and this would have been a great game in itself.



Despite all that, we'd be lying if we said it wasn't at least worth a rental, because *The Italian Job* really does boast some entertaining moments from time to time. There's a healthy assortment of cars to unlock, plenty of bonus footage for those who battle through the Story mode and the hugely entertaining Stunt mode (see panel above) to experience as well. Sure, it's nowhere near up there with the best of PlayStation2's 'fun' racers – *Burnout 2* for example – but nor is it among the worst. We're not sitting on the fence here, it's just that it's not great, but it's not rubbish either. Lack of longevity is the main concern – it's just like the advert says: “It's a Mini adventure”.

/ MARK ROBINS

PSW VERDICT

> UPPERS

- > Very fast and slick
- > The Minis are awesome
- > Some great levels
- > Entertaining Stunt mode

> DOWNERS

- > Incredibly short
- > Pointless Race mode
- > Some absolutely dire levels
- > Annoying in-game radar

GRAPHICS > Very slick, very pretty. We like them

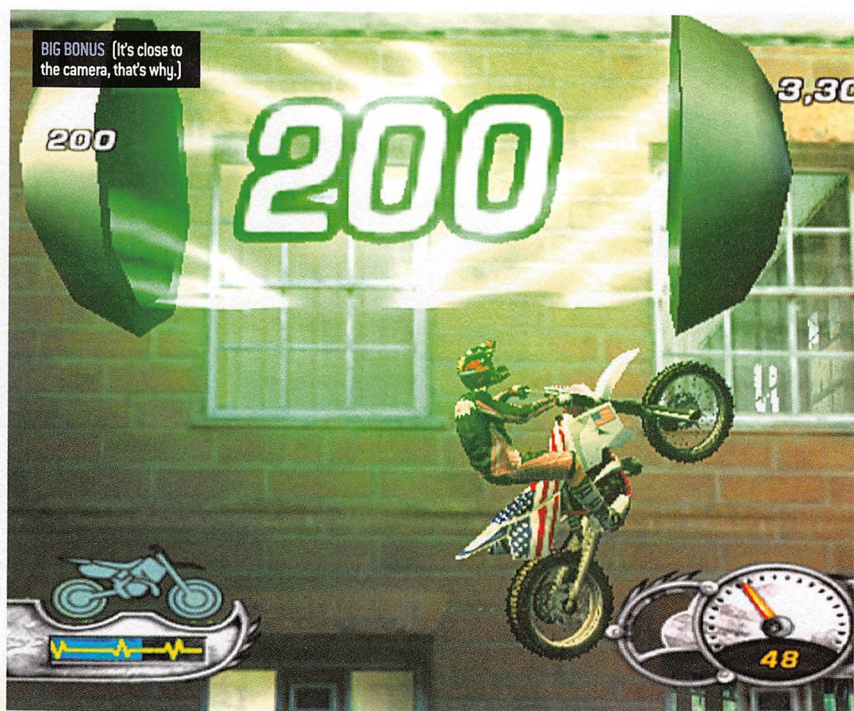
SOUNDS > Forgettable music and weak voiceovers

GAMEPLAY > When good it's great, when bad it's rubbish

OVERALL SCORE

A game utterly lacking in consistency. The racing bits are brilliant but the shell of the game surrounding them is rubbish. Seems to us like it was rushed out for the movie. Shame.

5



FREESTYLE METALX

BIKERS. TRICKY LOT, AREN'T THEY? ONE MINUTE THEY'RE RACING, THE NEXT THEY THINK THEY'RE BAM BLOODY MARGERA. SORT IT OUT, YOU LOT.



> TYPE	EXTREME SPORTS
> PLAYERS	1-2
> OUT	NOVEMBER
> DISTRIBUTOR	ACCLAIM
> PRICE	\$99.95
> DEVELOPER	DEIBUS
> ONLINE	NO

AS WE'VE MENTIONED BEFORE, METALX ISN'T one of those poxy by-numbers motocross racing games that leave a nasty, wet cardboard taste in our mouths. *MetalX* isn't even slightly about racing. It's exactly the sort of trick-based gubbins that Mr Anthony Hawk has made millions out of. But this isn't from Activision, the *Tony Hawk's* stable. It's from Midway, famous for *SpyHunter* and precious little else. All the more surprising, then, that it doesn't suck. In fact, it reverse-sucks. It's a decent game with lots to offer.

MetalX is a true second-generation extreme sports game, one that has learned the lessons of 100 scrappy trick games before it. So there's no time limit on the stunt challenge stages: take as long as you like roaming around, finding new dares to take on. Some of those are timed, but if you fail you can always start again. It's a nice, relaxed approach and brings the whole thing in line with *The Way We Trick Now*. There's two mainstays of extreme sports games you can't do on a bike: grinding's one. Getting up to high speeds is the other, because you can pretty much do that from a standing start. Aside from these (and the fake grind command which is

really just for driving over pipes) the trick system is familiar, but not too tired.

I CAN SEE MY HOUSE FROM HERE

There's also a host of extras to attend to, from upgrading your stunts to free-riding around to unlocking new bikes. A good selection of daredevil stunts can also be unlocked, including Jumping Over Some Cars Stacked Up, Jumping Over Some Buses in a Row, and Going Through A Big Tunnel That's Been Set on Fire. Although we seem to remember them having slightly better

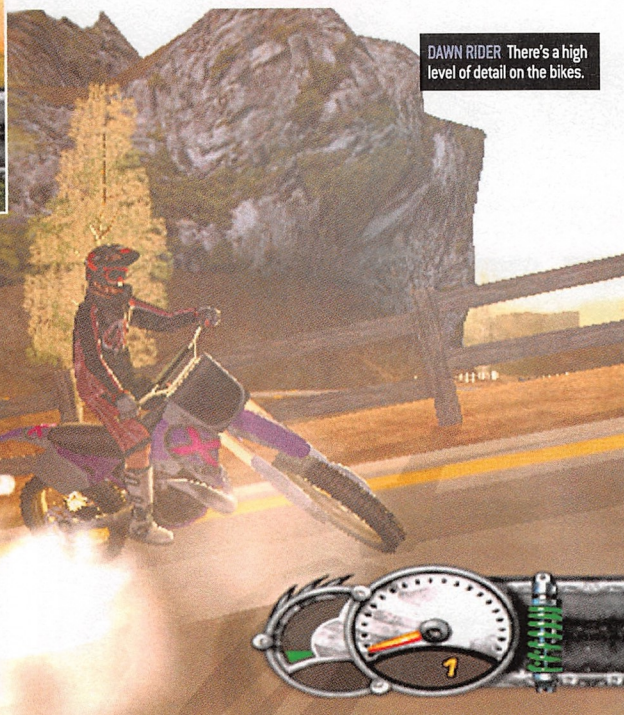
names when we played. A "double or nothing" system spurs you on to ever dumber feats of daring for extra cash. Imagine *Who Wants to be a Millionaire*, but with higher and higher stacked cars to jump over instead of questions about where the Bay of Biscay is and when King Edward II was born. It's a good system and one that balances risk and reward perfectly – see the "Turning Tricks for Cash" panel for more details.

But the biggest New Thing about *Freestyle MetalX* isn't the stunts or the bikes, which are nothing out of the ordinary. No, it's the fact that as you roam around, you'll be increasingly impressed with the sheer scale of the areas. Rolling fields scroll out before you, cityscapes extend for virtual miles. And if you so choose, you can bike from one end of the game to the other with no loading screens, breaks or interruptions. Of course, you'll have to unlock new areas or you'll find barriers in your way. But it's genuinely exciting to peer through the crags of the snowy wilderness and see an expanse of green fields below you with their own challenges.

MetalX reckons it's rockin'. So rockin' there's not even a multiplayer mode. Because the word

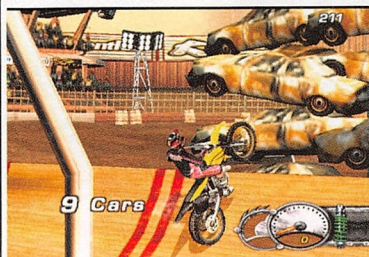


RIVER PRANCE With a bit of a power boost, you can leap rivers.

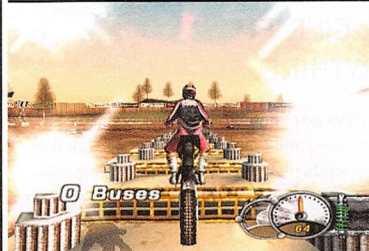


TURNING TRICKS FOR CASH

BORED OF NAC NACS AND SUPERMEN? TRY AN EVEL KNEIVEL IMPRESSION INSTEAD IN THE STUNT AREA



> **CAR JUMP** Jumped high over these cars? Jump over one more and we'll double your money. Go on. Go on. What are you, chicken? Brrrrk brrrrk brrrrk... You'll end up crashing.



> **BUS JUMP** It wouldn't be stuntsy enough without the obligatory bus jump. Use your timing for the longest leap, but don't forget better bikes are your best ally here.



> **TUNNEL OF FIRE** Rings of fire are for the weak. Try a tunnel of fire – you'll need to keep jumping out to stop overheating. How long can you survive without air conditioning?

"REAL RIDERS CROP UP IN CARICATURE FORM, BUT WE DON'T KNOW WHO THEY ARE AND, FRANKLY, NEITHER WILL YOU."

multiplayer is soo geeky. No, here multiplayer is called Party mode, because, hey, when you're with your buds, sippin' some brewskies and talkin' 'bout trucks, you wanna let rip with a storming party game. Ain't that the truth? Well, probably not, but nevertheless *MetalX* dispenses with all that split-screen nonsense in favour of quietly taking turns to get the highest score. The level editor's not bad, either. A decent chocolate-box selection of curves, loops, platforms, bridges, ramps and jumps means you can experiment with some unique set-ups, but surprisingly, considering the size of the levels, you're not given a giant amount of space to doss around in.

WHEELS OF SQUEAL

Problems? There are a few. The graphics, while mostly of top quality, sometimes suffer from random bouts of decrepitude. The frame-rate's smooth and never slips, but sometimes individual objects look slightly unfinished. There's a commendable amount of cars and people around, but some of the citizens of this virtual world are a touch too basic for comfort. And do all the insultingly thick dolly-birds have

to look exactly the same? And wear bikinis even in snowdrifts? All the "extremeness" of the game feels a bit forced, too; there's too much "wooh!"-ing and "hell yeah!"-ing going on for our liking. Real riders crop up in caricature form, but we don't know who they are and, frankly, neither will you.

Still, all these are minor gripes with an undeniably fun and well-polished game. Of course, the upcoming *Tony Hawk's Underground* promises to do all this and more in the near future, so *MetalX* is really only surfing on the upcoming wave. That doesn't mean it's a bad title, though, and as long as you're up for a bit of kinky experimentation with the genre, you can get a lot of fun out of this 'un.

/ JOFF BROWN

PSW VERDICT

> UPPERS

- > The game's one hee-uge level
- > Exploring's fun
- > Bike physics are well-balanced
- > It's all so good-looking

> DOWNERS

- > Tricks are too easy
- > Grinding's rubbish
- > Sometimes lacks finesse
- > Multiplayer's basic

GRAPHICS > *Tony Hawk's* crossed with *GT43*

8

SOUNDS > Annoying whining from bikes and bikers

5

GAMEPLAY > A lot to do, but much is pretty routine

7

OVERALL SCORE

Freestyle MetalX is a tasty little stunt title which can't quite claim classic extreme sport status, but does very well, considering. Let's see 'em put that quote on the game box...

8



ABS-OLUTELY Check that definition. Gym bunny!



SILENCE PLEASE This is a library! Some people...



RAPHAEL Drinks tea with his little finger out.



AXE NICELY Don't mess with Astaroth's chopper.



> TYPE	FIGHTING
> PLAYERS	1-2
> OUT	SEPTEMBER
> PUBLISHER	EA
> PRICE	\$99.95
> DEVELOPER	NAMCO
> ONLINE	NO

SOUL CALIBUR 2

TEN OUT OF F**KING TEN. GIVE NAMCO A ROUND OF APPLAUSE. GIVE 'EM ALL YOUR MONEY. GIVE 'EM YOUR FAMILY PETS. SISTERS. EVERYTHING.



SOME VIDEO GAME EXPERIENCES JUST CAN'T be defined. So don't be cross with us if we fail to put in words the grace, the beauty and the sheer crackling majesty of *Soul Calibur 2*. If we were all Charles Dickens, complete with comedy goatees, we might have a chance. But we're not. We're videogames journalists struggling to balance two words on top of each other without them toppling over. But we will say this, and spare you two pages of effulgent prose – *Soul Calibur 2* is good. It's very, very good. It's so good it makes Mother Theresa look like The Joker. It's so good it makes

Jesus Christ resemble Max Payne. Pretty good, then. Did we mention we like it?

Let's examine the basics first. *Soul Calibur 2* is a fighting game set some time in the 16th century. You play one of many combatants from around the world, all ready to shed innocent blood to get their hands on the Holy Grail of Sword-dom, the Soul Edge. So far so dull, but what this can't get across to you is the sheer variety of the fighters. The immense character packed into every one. The unseemly nature of the mad moves, almost all of which are executed with at least one huge weapon and often more. In short, the splendour of it all.

MY EYES ARE BLEEDING

You may have already seen our more-than-extensive coverage of *Soul Calibur 2* earlier this year. That was based on the Japanese version. In our draughty little corner of the globe, we've had to wait months and months for *Soul Calibur 2* to come out. But, rather unusually it must be said, the people who made it haven't forgotten us. Instead of flicking the anticipated two-fingered salute to Aussie (and PAL in general) gamers,

they've wept quietly at our predicament, bowed demurely and put in not one, not six, but three new characters not fully playable in the older, Japanese version of the game. Strangely, Namco are being extremely reticent about these new fighters, but we've got all the info. [See the 'New Brawls Please' box for more information.]

We won't go on about the peerless graphics, because you have eyes. But we will say that the animation is unparalleled and the larger-than-life moves are smoother than Single Malt. Little touches are everywhere, from the wind that whistles through the player's clothes and hair to the light that bathes the fighters in an iridescent glow. Oh, and the PAL version has a 60Hz mode. If that means nothing to you, don't worry. Go back and read the sentence again, replacing those words with 'My version will play really fast and smooth on posh tellies.' Since releasing the game without a 60Hz mode would have been like releasing Cameron Diaz without the ass, we're very grateful.

Some more goodness: every single stage, yep, every single stage, looks visually orgasmic. Heihachi from *Tekken* is in here, as if to beggar



LIVE 'ADE He's a corpse made of swords! Eh? We dunno! Nice.



RUBBING IT IN "Yeah, I know mate, I was there."



TOTAL MARE Our money's on the big lad. It just is.



FIRE AWAY Inferno is a stunning-looking villain.



SILVER CERVE The spianid dishes out double helpings.

the belief that games can't work together for the greater good. So is Necrid, a Todd McFarlane-made character who makes us shiver. There's 23 characters in all, including the new guys. No copies this time, either, or 'evil' versions of other characters with exactly the same moves. They're all different. Plus you can push opponents up against the wall and deal out huge amounts of pain. You want more? No problem at all. Each character has access to 12 weapons. To unlock all of them, and all the characters and all the variations, you'll have to play through hundreds of fights in all the different game modes, and with specific challenges – like fighting seven opponents in a row with only a tiny energy top-up. It's as deep as you like.

PLEASE, NOT THE FACE!

We now have to mention why we prefer *Soul Calibur 2* to other PS2 brawlers. You see, some games make you spend hours just practising a simple kick. For example, SEGA's *Virtua Fighter 4* is a way of life. It will swallow you whole until you become a zen master. Namco's own *Tekken 4* is a fat-assed gangsta of a game, full of graphical bling with mad moves that take a while to learn. But *Soul Calibur 2* isn't about all that. It's about instant satisfaction, whether you're a veteran player who can pull off every move or a novice who can, well, still pull off every move, but just doesn't know how he's doing it.

This levelling of the playing field means that it's nigh-on impossible to be completely

"SOUL CALIBUR 2 IS SO GOOD IT MAKES MOTHER THERESA LOOK LIKE THE JOKER AND JESUS CHRIST RESEMBLE MAX PAYNE."

overwhelmed by *Soul Calibur 2*. This is a good thing, for we have things apart from games to do and we can't be arsed to learn 250 separate defensive strikes before being able to play. And nor should you. It's not healthy. But then we have a shrewd suspicion you'll be playing this a long time after you've swapped or sold your other fighting games. In fact, why are we writing this? Why aren't we playing *Soul Calibur 2*? No idea. So we're going to. Fill in the rest of the mag with your own games-related doodles. Goodbye. / JOFF BROWN

NEW BRAWLS, PLEASE!

NAMCO LOVE YOU SO MUCH THEY GAVE YOU THREE NEW CHARACTERS. YES, YOU. YOU WITH THE BUCK TEETH AND THE EGG STAINS. GOD KNOWS WHY.



ASSASSIN

Look at those mysterious eyes - it can only be a hidden character! Assassin resembles Hwang from *Soul Calibur* in style, but with a longer sword.



BERSERKER

Resembling a sad sperm whale with horns and an axe, Berserker, like his other new friends (to the left and right) can only be used in Vs. modes.



LIZARDMAN

He's a man. No, he's a lizard! He's a hidden character. No, he's selectable from the start! Our heads hurt. We're going to lie down.

PSW VERDICT

- | | |
|--|---|
| <ul style="list-style-type: none"> > UPPERS > Unrivaled visuals > Thrilling gameplay > Stupendous characters > <i>Tekken</i>'s Heihachi is in here | <ul style="list-style-type: none"> > DOWNERS > Won't make you a cuppa > Won't help you pull > Can't be eaten > Can't (really) be used for sex |
|--|---|

GRAPHICS > Astonishing - nothing else comes close **9**

SOUNDS > Moody tracks and insane combat noises **8**

GAMEPLAY > You'll keep coming back forever and ever **9**

OVERALL SCORE
The Grand High Emperor of Fighting.
The mos' def. The bomb. The nuts.
The bollocks. The great-great-grand-daddy. Need we say more?

10



I'M GONNA GIT YOU SUCKA Blaxploitation lives baby! Does anyone know a good lawyer?



STARKY & HUTCH

RED FORD TORINOS AND CHUNKY-KNIT CARDIGANS:
WHAT WAS IT WE LIKED ABOUT STARKY & HUTCH AGAIN?

> TYPE	ACTION
> PLAYERS	1-2
> OUT	NOW
> PUBLISHER	EMPIRE
> PRICE	\$99.95
> DEVELOPER	MIND'S EYE
> ONLINE	NO

IF WE CLOSE OUR EYES TIGHTLY, AND WE concentrate really hard, then we can just about remember watching *Starsky & Hutch* on the telly when we were kids. We can sort of recall that bit when Ken 'Hutch' Hutchinson goes rolling across the bonnet of Dave Starsky's red Ford Torino and we can kind of summon up the image of jive-talking Huggy Bear in his colourful hat and flares. But beyond the funky theme tune, that's about your lot. So why make a game based around a 25-year-old television show that nobody under the age of 27 can remember properly (and a show that wasn't even that good, bearing in mind such 'classic' episodes as 'Discomania' and 'Murder on Voodoo Island')? Because *Starsky & Hutch* boasts the four vital ingredients of all good games (guns, fast cars, faster cars and more guns). That's why, with all that added retro goodness, it's bound to be a money spinner, right?

To its credit, *Starsky & Hutch* hasn't made the mistake of trying to pursue the 'thought-provoking action adventure' angle. Instead it sticks to exactly what *Starsky & Hutch* did best – car chases, shoot outs, ridiculous crashes and the kind of smoke-generating, tyre-melting

doughnuts that all Escort XR3i-owning wideboys dream of – and in our minds it's all the better for it. You start your engine, you spot your crook and then you shunt into the back of him until either his car gives in or he reaches the city limits and your jurisdiction runs out.

YO HUGGY! WHAT'S HAPPENIN'?

But while this simplistic approach makes *Starsky & Hutch* about as brilliant a piece of pick-up-and-play frippery as you're likely to find, it's clear right from the opening level that beyond the eye-pleasing graphics and the handily placed piles of cardboard boxes ('Litter! Makes the car look good!') this is a game that's painfully lacking in depth. To put it simply, if *Starsky & Hutch* was a paddling pool, even a flatworm would have trouble drowning in it.

Which is a pity, because given what the developer had to work on – a bad '70s cop show about car chases and small-time hoodlums – it manages to boast a unique and intriguing structure. There are 18 missions in all, broken down into three six episode 'seasons'. So, while there's a storyline running throughout, ably narrated by original Huggy Bear actor Antonio

Fargas, each episode works as an individual tale in itself. Neat idea, and one we like, but things get even funkier when you factor in *Starsky & Hutch*'s concept of the Viewer Rating.

An energy rating of sorts, the Viewer Rating continually decreases as you drive round the streets of Bay City, the catch being that if it ever drops below zero the show gets cancelled and our boys are out of work. The trick to staying on air, therefore, is to try and keep the viewers' attention. This can be achieved by shooting down the rating-enhancing bonus icons that lie



LIGHTS, CAMERA, ACTION! Explosions keep the punters happy.



A PSW LOVE STORY

HOW STARKY & HUTCH'S MULTIPLAYER MODE CAN BRING LONELY MEN INTO STEADY RELATIONSHIPS.



Sad and alone, Mark was feeling the bitter pain of the break-up with his long-term steering wheel gaming partner.



Meanwhile, with *Time Crisis 3* still ages off, Rich and his lightgun were left waiting for someone to whisk them off their feet.



They met across a copy of *Starky & Hutch* and the atmosphere went electric. But could their peripherals be compatible?



"Gosh! That was close," shrieks Mark. "Got you!" yells Rich. And they happily gamed together until all their fingers fell off.

scattered around the city, but it's the spectacular jumps and rolls that really get the fans' juices running. Hit a kerb or run over a pensioner, say, and ratings drop quicker than a teenage groupie's knickers at a Justin Timberlake concert, but jump through a pile of burning oil barrels and you're on your way to ratings nirvana.

YO COPS AIN'T GONNA GET ME TO GAS

In one way the whole Viewer Rating thing is great, because it encourages you to drive around like an absolute idiot, fender-bending your way through every piece of roadside scenery going, but there's a major downside to it as well. There are plenty of things to see and drive through, but when you have to keep close tabs on the crook's car to protect your ratings, there's not a lot of chance to go exploring. What *Starky & Hutch* really needs are some free-roaming levels amid the car chasing action, something a bit more *Vice City*-like, because without them the action gets too familiar way too quickly.

In an attempt to redress the balance, *Starky & Hutch* does feature a few notable extras: a handful of 'TV' specials – slightly larger levels that concentrate on one aspect such as racing or

"THE WHOLE VIEWER RATING THING IS GREAT BECAUSE IT ENCOURAGES YOU TO DRIVE LIKE AN ABSOLUTE IDIOT."

shooting – a pointless Free-driving mode [OK, so we want free-driving, but we want a point to it beyond looking at the environment, alright?]. On top of this, there's video footage of Antonio Fargas pretending he was still 20 years younger, but that's basically your lot.

We're also a bit concerned about the difficulty curve, which doesn't so much steepen after the first few levels as go vertical. Well, maybe that's a bit of an overstatement, but this is a knockabout, pick-up-and-play effort targeted towards a more mature audience, possibly beginning to lose some of their manual dexterity in the joypad department. So it's a little bit off-putting to whip through the first two levels only to be confronted by a brick wall level of difficulty.

Still, if you are a fan of the show [and that would make you, like, pretty old] then *Starky & Hutch* is bound to bring a salty tear of

reminiscence to your eye. The comic book-style visuals may take some getting used to, admittedly, but the wisecracking script and superb 70s tunes do an excellent job of recreating the feel of the show. Best of all though, and in our opinion the real reason to grab a copy of the game, is the novel two-player mode. Find a friend, hook up a lightgun and steering wheel and it's a virtual episode of the show in your own home! Mmm, nostalgic.

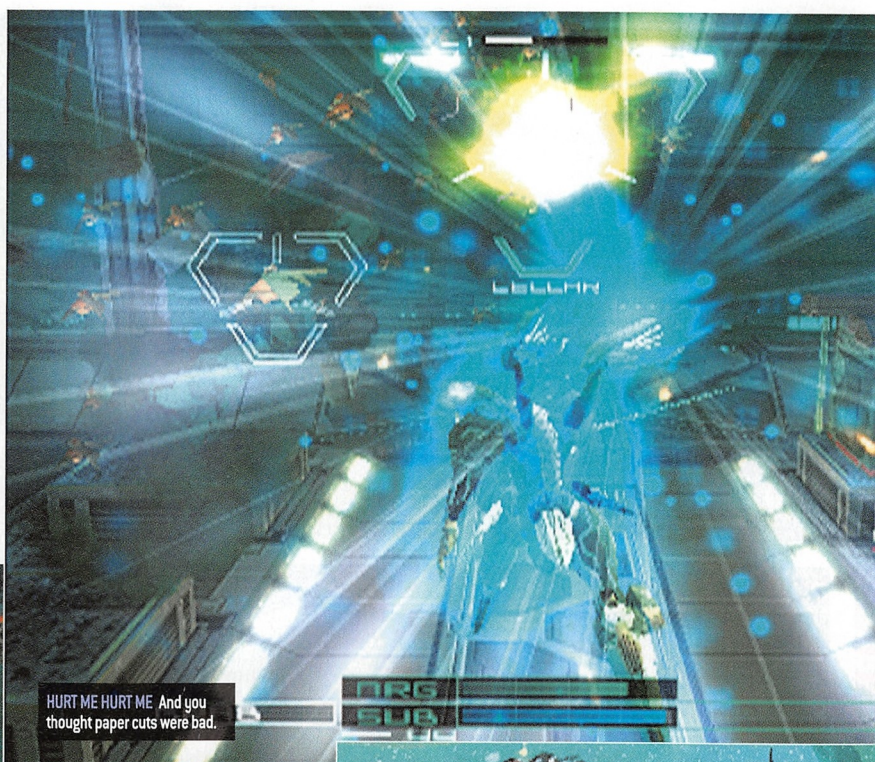
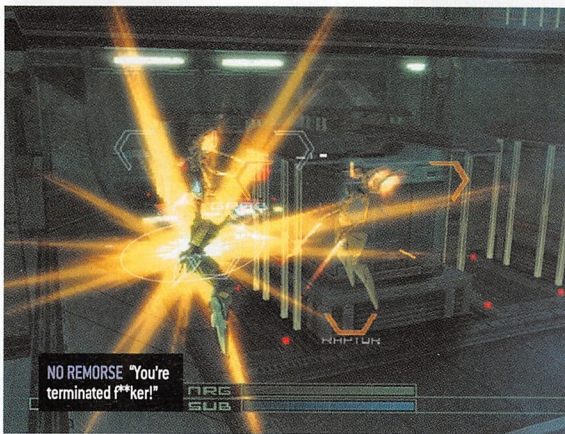
/ MARK ROBINS

PSW VERDICT

> UPPERS		> DOWNERS	
> Colourful cartoon graphics		> Distinct lack of depth	
> Easy to pick up and play		> Linear levels	
> Funktabulous soundtrack		> Sinister learning curve	
> Novel Two-player mode		> Minimal extras	
GRAPHICS	> Light-hearted and colourful		8
SOUNDS	> Mellow and funky? That so slick bro'		8
GAMEPLAY	> You've seen it all by level three		6

OVERALL SCORE
It's taken ages to get here, but it's a fast, fun and very polished final product. That said, will it appeal to non-fans of the show looking for some filler before *GTA4*? Not enough, we're afraid.

7



ZONE OF THE ENDERS: THE 2ND RUNNER

HUNDREDS OF GIANT ROBOTS FIGHTING EACH OTHER. OOH, IMAGINE THAT?



> TYPE	SHOOTING
> PLAYERS	1-2
> OUT	SEPTEMBER
> DISTRIBUTOR	ATARI
> PRICE	\$99.95
> DEVELOPER	KONAMI
> ONLINE	NO

FOR A CULTURE SO OBSESSED WITH MAKING its personal stereo technology smaller and smaller, the Japanese don't half like their robots big. Three-stories-high big that is, bristling with all sorts of weapons and peculiar technological nobbly bits. Which is why God – and by God we mean *Metal Gear Solid* creator Hideo Kojima – created *Zone of the Enders*, a full-on audio-visual assault on the senses designed to place you into a sweet looking world of giant robot fighting fun.

But not all of God's creations turn out perfect (take microwave kebabs for example, what are they about?) and so it was that *Zone of the Enders* turned out to be something of a flawed masterpiece. There was no doubting that it looked divine, but it was repetitive and short and the brutal beating at the hand of the 'bad control' stick was all too evident. Which is why God – and we're talking about the real God now – created sequels and, more specifically, *Zone of the Enders: The 2nd Runner*. And do you know what? This time the Almighty One has seen to it that this time it plays pretty darn good.

ROBOTS GO BOTTY

Regular readers of these here review columns will know that it's at this point that we usually wade into details regarding 'the plot', but in this case we'll spare you the convoluted details. After all, *ZOE2* is from the mind of the man responsible for the twisty turny plot of *Metal Gear Solid 2* and that alone is clue enough of a story line replete with more twists than a giant slinky.

And there are cut-scenes, too. Lots of them. Admittedly, they're not the sort of half-hour long postulating discussions about love, war and humanity and such that we've seen in Kojima's games of the past, but you can expect plenty of opportunity throughout *ZOE2*'s single-player extravaganza to ease your hands away from the madly vibrating joystick.

Still, given that overall the story could easily wear the label 'good', you'll find it all fairly tolerable, especially since the interceding 'HIGH SPEED ROBOT ACTION' sequences that the back of the box so enthusiastically champions are of such a high standard.

So here's how it works: you enter a level in your giant flying robot, take on the hordes of smaller robots that ambush you, carry out the odd fetch-and-carry task and then finally confront the fearsome end-of-level boss. Not exactly groundbreaking, but done well and the result is a tight game that smoothly drives you through the story.

And did you see us mention the word 'hordes' there? That's because, unlike the original *ZOE* where combat was strictly of the mano e mano variety, *The 2nd Runner* has very kindly decided to fill the screen with all sorts of unfriendly chunks of flying metal and circuitry. OK, so the meat of the strategy still lies in working out the weak points of each boss robot's attack routine, but hacking your way through a swarm of 50-plus robot drones, giant sword cutting your path, is pretty exhilarating to say the least.

MIRROR, SIGNAL, EXTERMINATE

Things could have been problematic had *ZOE2* been saddled with the original game's simplistic

'HELLO, THIS IS YOUR PILOT SPEAKING'

BIG EYES AND EVEN BIGGER ROBOTS – THESE ARE THE FOLKS YOU'LL BE FLYING AROUND WITH.

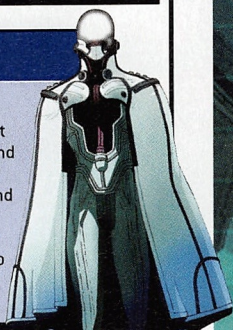
DINGO EGRET

Dingo may have a daft name, but he's got the fate of the entire human race resting on his shoulders. It's always the same, right? Wrong place + wrong time = unwilling pilot of the mighty flying robot Jehuty. Duh.



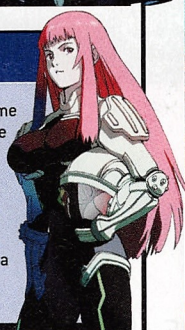
NOHMAN

This man has 'bad egg' written all over him, but it turns out he's an old friend of Dingo all along. That's the problem with good and bad guys these days, nothing's ever black and white anymore. Suffice to say, this guy spells trouble for Dingo.



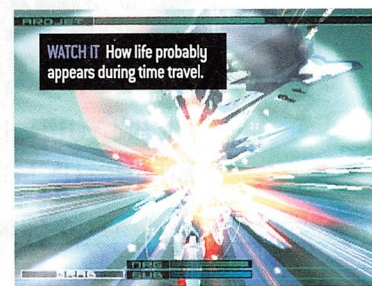
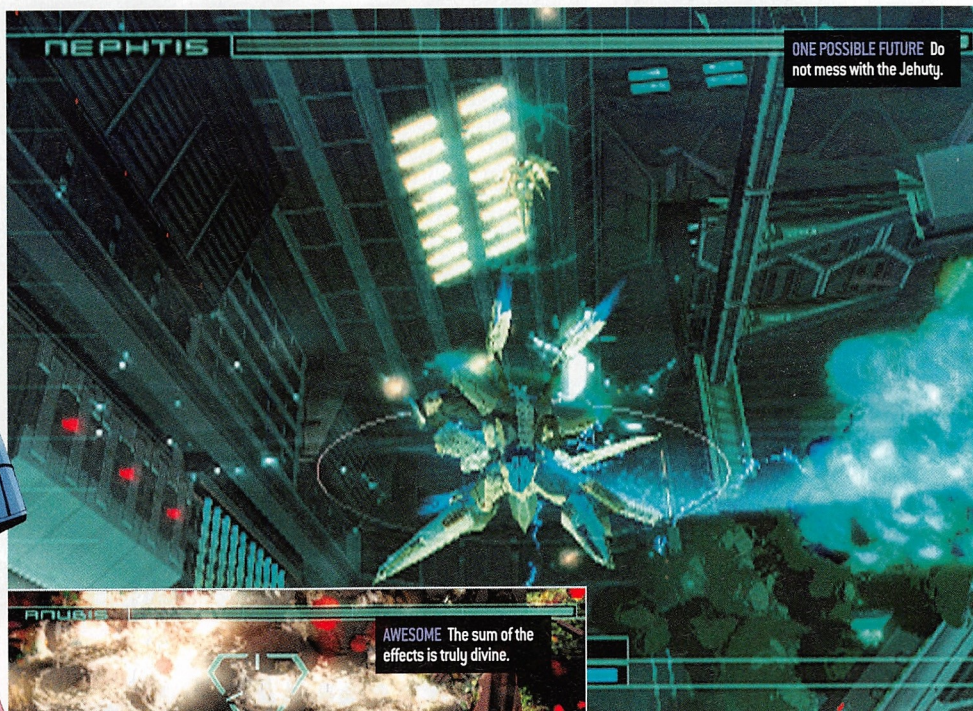
KEN MARINARIS

Despite having the same name as that bloke who won't leave Barbie, Ken's the all-woman love interest. She's also working for Nohman, which makes her a bad girl as well. Good. We like bad girls. Predictably though, she has a heart of gold and helps out Dingo in his time of need.



LEO STENBUCK

The main character of the first game is back although in a significantly reduced role this time around. With Dingo in the driving seat he's also no longer in charge of Jehuty, which means an all-new 'transforming' flying orbital frame for the nauseating young pup.



"REMIXED MISSIONS AND TWO NEW LEVELS OF DIFFICULTY THAT SOUND LIKE HOTEL PORN CHANNELS – HARD AND EXTREME."

and unresponsive control system, but thankfully that's not the case. In fact, it's the control system, if anything, that's benefited the most from the makeover. Close-combat moves can now be tailored into combos that knock the opponent in various directions, long-range gunfire can be charged up to produce clouds of vicious homing lasers and there's a massive range of sub-weapons on tap, ranging from a grab attack that lets you pick up bits of the destructible scenery for use as weapons to a handy little teleport device. There's even the opportunity to communicate with your robot steed mid-scrap, although it's limited to simple "yes" and "no" responses to questions such as: "Do you want me to turn on the really, really big guns?" Like, yeah baby.

And the pièce de résistance? As complicated as trying to target 40 fast-moving spacecraft at

once might sound in practice, it all feels perfectly natural thanks to a camera so brilliantly designed that you never lose track of what's going on, and that's an amazing feat considering the mind-boggling amount of action that takes place on screen. Why can't all games have a camera as good as ZOE2's? (No, seriously, we really do want to know why.)

If you're still not convinced that this hearty space opera is for you, then consider the fact that the PAL version comes loaded with some significant extra features over the American and Japanese versions. New levels, remixed missions and two new levels of difficulty that sound like hotel porn channels, Hard and Extreme, make up the bonus features and that's plenty, especially considering the reams of bonus modes that Kojima enjoys shoeorning into all his games.

ZOE2 is the game the promising yet fatally flawed original should have been. Extraordinarily beautiful, blisteringly fast, deceptively strategic and packed with extras. That said, impatient players that curl their toes at the very mention of the words 'cut-scene', and those of you who have yet to get to grips with the Japanese, giant robot scene, might find the whole thing just a bit too much to stomach. After all, it's just Transformers beating each other up, innit?

/ MARK ROBINS

PSW VERDICT

UPPERS		DOWNERS	
> Astounding graphics	> Amazingly fast	> A bit too hardcore sci-fi	> Loads of cut-scenes
> Great camera and controls	> Packed with extras	> Could become repetitive	> May cause motion sickness
GRAPHICS	> Astonishingly fast and beautiful		9
SOUNDS	> Nice voice work and pulsing soundtrack		8
GAMEPLAY	> Much depth for those prepared to hunt it out		8
OVERALL SCORE			
The first game promised much but delivered little. This sequel improves on every aspect. Play it and experience some of the fastest, most astonishing, beautiful robot fighting action ever.			
			8



SPLASHDOWN 2: RIDES GONE WILD

HI, I'M YOUR HOST WET POCKET AND I WANT YOU TO JOIN ME AS WE ENTER THE MYSTERIOUS WORLD OF... "WHEN JET-SKI RIDES GO WILD!"



> TYPE	RACING
> PLAYERS	1-2
> OUT	SEPTEMBER
> PUBLISHER	THQ
> PRICE	\$99.95
> DEVELOPER	RAINBOW
> ONLINE	NO

"WOAH! IT'S LIKE ORDINARY JET-SKIING, only wild!"

"Yeah, but like, how wild?"

"Like, really, really, wild!"

Hmm, well it's not quite as over the top as that, but there's no doubting that "larger-than-life" and "in-your-face" are two ideals that *Splashdown 2: Rides Gone Wild* hold pretty close to its heart. It's not going to surprise anybody who's played a jet-skiing game before – and there's been a fair few in the past, not least of all the playable yet slightly po-faced original *Splashdown* being one of them – but it does manage to do it all just a bit, well, wilder.

The characters for instance. Anybody who's played the original will recognise the names of the jet-ski – Sea-Doo if we're being accurate – racers, but they're almost unrecognisable after their makeover of pure comic book pomposity. Couple that with some attitude-dripping voiceovers and a bold and colourful hand drawn look throughout the rest of the game and you've got yourself a water-based racing game that's very, umm, "wild" with respect to aesthetics.

But it's the game's eight World Circuit courses where things really start going wild, each one boasting more action and excitement than the average Friday night in the drunk tank. Take the opening track, innocently named Bermuda Blast, as an example. One minute you're going round a

gentle loop course [hard-core gamers may notice is a light-hearted nod to a track from Nintendo's *Wave Race* series] when suddenly the whole screen fills with electrical sparks and you're flung through the Bermuda triangle into a graveyard full of rusting cruise ships and WW2 jets dog-fighting overhead. Or maybe you'd prefer the *Jurassic Park*-inspired *Dino Dominion*, complete with brachiosauruses stepping over you and velociraptors that burst out from the surrounding bushes?

It all boasts more charm than a particularly tear-jerking episode of *Little House on the Prairie* and it's a good job too, as without it *Splashdown 2: Rides Gone Wild* could have been just another watery racer. It's not so much the handling that's to blame – it's slick and responsive, although the mechanical feel stops it from being a flawless experience – as it is the strangely sterile water effects. Sure, it looks pretty and all (although not a patch on Activision's recent *Wakeboarding Unleashed*), but do waves really form in such a regular fashion? In *Splashdown 2*'s defence, recreating a decent feeling of riding on water is tricky, but this feels more like a swimming pool with a wave machine than the choppy ocean.

That said *Splashdown 2: Rides Gone Wild* doesn't skip when it comes to content. Beyond the eight world courses are over 30 stadium-based race and time-trial tracks, oodles of bonus

characters, costumes and vehicles to unlock and six massive stunt arenas, which leads us very nicely on to the stunts themselves, of which there are over 75 all told. Simply hit a ramp, hold down a shoulder button, tap the directional pad and out comes a trick. Move the pad again before you land and you'll chain on extra moves, each one giving you a speed boost. Simple, but who's going to memorise 70+ chains of joypad moves? That's not wild, that's an aptitude test in a game.

So, there you have it. Great to look at and fun to play, but the sterile water effects cost it a mark. Harsh perhaps, but, then again, whoever said life was fair?

/ MARK ROBINS

PSW VERDICT

> UPPERS	> DOWNERS
> Superb course design	> Water still isn't perfect
> Bright and bold visuals	> Stunts need memorising
> Loads to unlock	> Simplistic handling
> Pumping soundtrack	> What's a Sea-Doo anyway?

GRAPHICS > Bold cartoon look and pretty watery graphics 8

SOUNDS > Great music and voiceovers 8

GAMEPLAY > Still hasn't quite mastered the waves yet 7

OVERALL SCORE
The "wild" and over-the-top content bump up the score considerably, but the overly arcade handling and wave effects stop it from truly ruling as the king of watery goodness.

7

OzForces [CLA] Alfred



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FAR AND AWAY The detail remains high, even when you're far off.



EASY QUEASY He won't be laughing when his face is in the mud.



> TYPE	RACING
> PLAYERS	1-4
> OUT	SEPTEMBER
> PUBLISHER	THQ
> PRICE	\$99.95
> DEVELOPER	RAINBOW
> ONLINE	NO

ATV OFFROAD FURY 2

SOLO GAMERS LOOK AWAY. THIS ISN'T FOR YOU. SOCIAL GAMERS STEP RIGHT UP. MULTIPLAYER MADNESS AWAITS.



OUR GREAT AFFECTION FOR THE ORIGINAL *ATV Offroad Fury* is a little odd, to say the least. It's not a great game. It has many flaws. Most of the tracks are rubbish. There's no point to the stunt element. The fogging effect obscures too much of your view, especially in Multiplayer mode. And the computer-controlled players will snatch the lead on the last corner even though you've driven faultlessly. It's hugely irritating. But yet the number of *PSW* man-hours spent "researching" the quad bike racer is topped only by the mighty *Pro Evolution Soccer 2*. How can this be?

It's fairly simple really. Every man at some point or another in his lifetime will stumble across a revelatory thought of pure genius, usually when drunk, and consequently it's forgotten by morning. But the developer of *ATV* obviously scrawled their idea down on the back of a beer mat, took it into the office the following

day, and thus created the greatest multiplayer offroad circuit known to man: Red Rocks. Its sublime mixture of long, fast straights, tricky humps, banked corners and enormous jumps represents one of the most challenging drives on PS2. It's fair to say that this one track – when played with three companions – elevated what was a fairly ordinary game into something very special. Admittedly we don't play it that often any more, mostly because of the ill feeling in the aftermath of another Nutter-dominated session, but it still finds its way into our PS2 on occasion [that occasion being when we have enough functioning controllers].

Anticipation for the sequel, then, was understandably high. If they could spread the Red Rocks magic across the entire game, then – Christ – we'd have serious difficulty getting the magazine to press. So take the fact that you're currently holding the latest issue in your hands as an indication that they haven't achieved this. Instead we get more of the unexciting circuits. More pointless stunts. More bloody fogging. And more ridiculously unbalanced computer controlled riders. "How would you like your frustration, sir?" "I'll have mine with a side serving of rage, thanks."

So it's irritating, yes. You'll need frequent breaks to prevent fist and television colliding with each other. Similarly in the multiplayer game, where breaks are an absolute necessity to prevent costly legal reprisals resulting from a PS2 controller shoved into your mate's gob

sideways. This very review is being written during one of these breaks. But you know what? Once it's done *ATV2* will be back on the communal television. It's the crack cocaine of video games. You know it's bad for you. You know that it'll drive away your family and friends. But you'll keep coming back for one last hit.

Decent multiplayer racing games are few and far between. Sure, if you've got six PS2s, six televisions and about seven hours to spare setting it all up, we imagine *Gran Turismo 3* is a great multiplayer game. But we haven't got that kind of cash. And we doubt you have either. So there's really only one choice for the amateur racer keen to prove his winning skills to human competitors; it's the hugely irritating and equally addictive *ATV Offroad Fury 2*.

/ LEE NUTTER

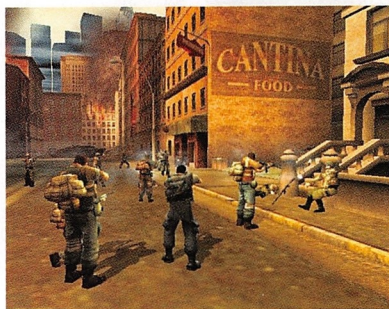


SICK STUNT Stunts bore us. Racing makes us squeal like kids.

PSW VERDICT	
> UPPERS > Fantastic multiplayer races > Good variety of courses > Easy to get into > Highly addictive	> DOWNERS > Highly frustrating > Thick fog in multiplayer > Inconsistent track design > Irritating computer AI
GRAPHICS > Functional rather than aesthetically pleasing	6
SOUNDS > Amusing driver screams and groans	7
GAMEPLAY > Limited in solo mode, months in multiplayer	8
OVERALL SCORE Not the sequel we were hoping for, suffering from the same flaws as the first game. But it's saved by the outstanding multiplayer game, elevating a mediocre title into the realms of greatness.	
8	



CORRIDOR SHOOTER Forget grey passages. It's so real.



GANGS OF NEW YORK The city looks stunningly shattered.



BOBBY SAYS One man's freedom fighter is another's terrorist.



FIGHT THE POWER Troops are rag-tag, but effective.



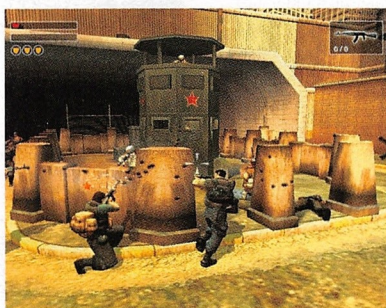
HAVE A BLAST The perfect blend of tactics and action.

FREEDOM FIGHTERS

DO YOU WANT TO SEE THE US DROWNED IN A WAVE OF VODKA? COURSE YOU DON'T. WELL, MAYBE JUST A BIT...

> TYPE	ACTION
> PLAYERS	1-2
> OUT	OCTOBER
> PUBLISHER	ELECT. ARTS
> PRICE	\$99.95
> DEVELOPER	IO INTERACT.
> ONLINE	NO

IT'S BEEN CALLED THE BATTLE OF LIBERTY Island. It's also been known as just *Freedom*. But it's finally settled on the name *Freedom Fighters*. About as generic as names get, then, but don't let that put you off. Because *FF* is a stunning-looking action title with a pretty unique theme: in an alternative future, the Soviet Union has not only survived into this decade, it's invaded the US starting with the Eastern Seaboard. This is no military combat sim; instead, it's all about guerrilla warfare, with you as a civilian who gets caught up in the underground resistance, eventually leading your country back to burger-fuelled freedom. Imagine a game that has something of the flavour of the old movie *Escape from New York*, but without the cheesy elements. It all ends up with you popping out of the New York sewers to fight the forces of evil like nothing so much as a Teenage Mutant Ninja Turtle. The



BUNKER UP Get into a gun turret, and you can use it yourself.

gameplay twist is that as you gain popularity, you can command other fighters, too.

The people who made *Hitman 2* made this, and they've really managed to sort out a lot of the problems we had with that game. Gone are the tedious PC-style interfaces and fiddly controls, to be replaced with smooth, accurate handling (aided by more than a touch of auto-aim) and vibrant console-coloured graphics. The command system's pleasingly simple, too, with only three instructions to your troops enabling them to defend a spot, run on ahead to attack or return to you. As there are up to 12 of them, and separate commands can be issued to them all, you can really end up feeling like the Killmaster General.

Cut-scenes take the form of the newly Sovietised News broadcasts, tracking the career of your "terrorist" organisation as it gathers momentum and picks off key Soviet sites. The quality is startlingly high, with many a grim russkie-based gag flowing across the bottom of the screen in the form of a news ticker-tape. In fact, this game drips with Electronic Arts quality – sometimes it feels like it must feed their artists some kind of performance-enhancing drugs (that's a joke, by the way, if there are any EA lawyers reading). It certainly trumps *Conflict: Desert Storm 2*, the other squad combat game this issue, in terms of prettiness. The difference here is that you can't change characters: you're always the hero and the troops are much more dispensable.

Even mundane locations like train stations and ordinary office buildings have been spectacularly represented. Instead of being confronted with a desk with a blocky computer on, these interiors are filled with the sort of mess, detail and personality we've rarely seen in games before. Does it change the run-and-shoot gameplay? Not a bit. Does it make everything a thousand times more atmospheric? Yes, it does. And when a game's as easy and fun to play as *Freedom Fighters*, it always helps if it looks the business too. The only strange thing about the game is that it's not a superior movie licence. Mind you, deals are probably being done in Hollywood as we speak; anyone fancy *Freedom Fighters: The Movie* starring Freddie Prinze Junior as the Saviour of America? Us neither.

/ JOFF BROWN

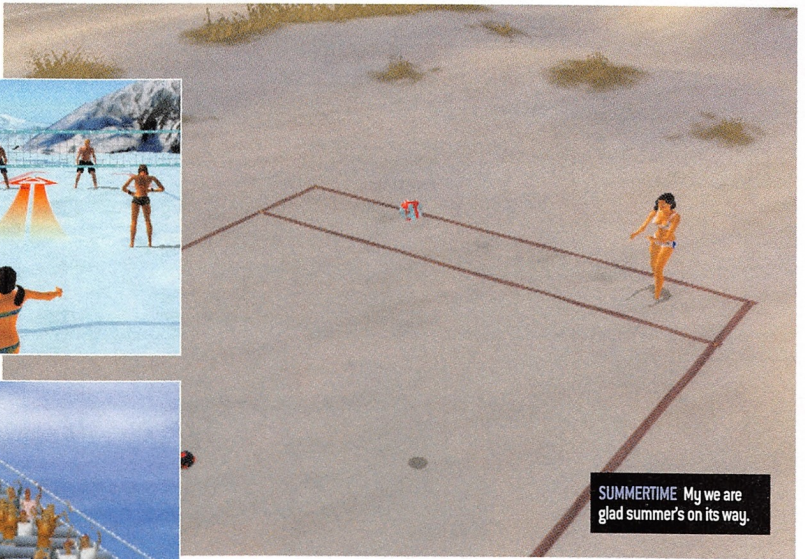
PSW VERDICT

> UPPIERS		> DOWNERS	
> Polished to a shine		> More linear than it looks	
> Atmospheric as hell		> Team action's simplistic	
> Fast-moving action		> Helps if you love the US	
> Disposable heroes		> Multiplayer's not all that	
GRAPHICS	> Check it out – this is New York under siege		9
SOUNDS	> Excellent voice acting and soundtrack		8
GAMEPLAY	> Simple like Jade, pretty like someone else		8

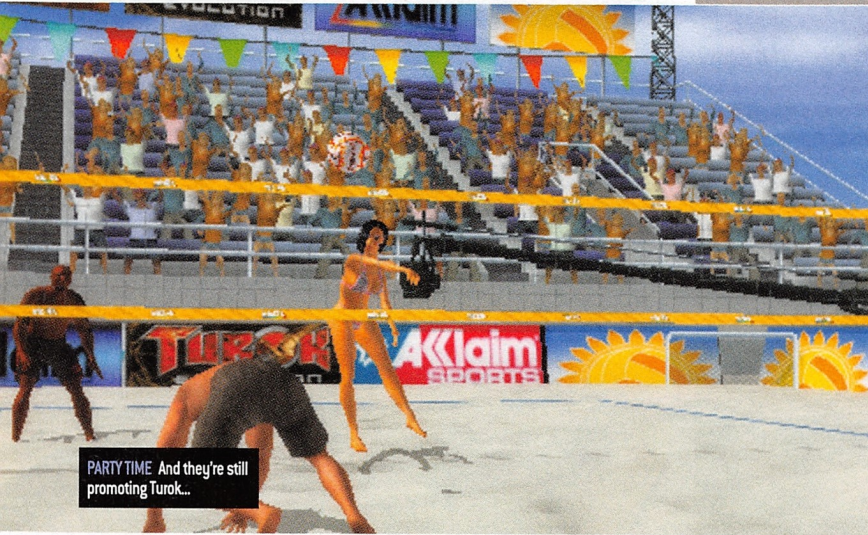
OVERALL SCORE

It's not that deep, but it's as good an example of a cinematic game as we've seen for ages. Rent first to show off the power of PS2 to your mates, and you might just find yourself falling in love.

8



SUMMERTIME My we are glad summer's on its way.



PARTY TIME And they're still promoting Turok...



WACKYCRAZY Acclaim have never held back. Boom!

SUMMER HEAT BEACH VOLLEYBALL

WE THOUGHT WE WOULDN'T BE CRUEL AND REVIEW THIS ONE IN WINTER.
WE WISH OUR SUMMERS WERE THIS VIBRANT, BOUNCY AND FULL.

> TYPE	VOLLEYBALL
> PLAYERS	1-4
> OUT	NOW
> PUBLISHER	ACCLAIM
> PRICE	\$99.95
> DEVELOPER	ACCLAIM
> ONLINE	NO

IT'S UNDERSTANDABLY HARD TO CREATE A GAME that walks the fine line between being a showcase for the physics of scantily-clad women sweating in the hot sun and an entertaining and involving sports game. In the wake of the popular *DOA: Extreme Beach Volleyball* for Xbox, Acclaim has had a fair crack at creating just this, bringing us *Summer Heat Beach Volleyball*; a title that packs a little more than just a pretty cover insert.

Summer Heat Beach Volleyball offers a solid lineup of opportunities for you to score it big time in the volleyball world. The extensive tutorial outlining the various necessary moves needed to pound the volleyball into the sand on the opposite side of the net, delivers a well-planned system of control that can be executed very effectively with some practice. Coupled with the three attributes of power, speed and control central to your character choice, and a bunch of unlockable characters, there's a wide enough space left for progression to keep any volleyball enthusiast happy. Unfortunately, the game's biggest let down occurs in the Summer Heat US Tour Mode, where you are subjected to an intense tour of the volleyball circuit with a

partner of your choosing with a goal of racking up valuable status and unlock some loot. All sounds well and good until you come to dance on the sand with your newly found partner, and discover that for all the sun soaked beach fronts in *Summer Heat*, the AI just isn't too bright. Following this, a charade of so-called 'volleyball' will ensue from the nonchalant partner, who will frustrate and disappoint continuously.

Unfortunately this is the best way to unlock items, so getting used to running around and taking care of shots that should be handled easily by the AI will be exceedingly frustrating when you want to move forward through to the more rewarding aspects of the game.

Despite the game's deep artificial unintelligence, it has to be said that in contrast the multiplayer gaming side of *Summer Heat* really is fun. With two or four capable people on the court, the gameplay physics shine and allow for some decent competition. There are multiplayer mini-games to try out, including Nerd Smash and a fantastic little gem called Ice Court. Quite appropriately, you're playing on a court made of ice which cracks bit-by-bit when hit

by the ball. A strategically placed shot on a weak point of the court can cause an entire section to crumble away into nothingness, taking your swim-suited opponents with it.

In addition to the multiplayer aspect, there are some thoughtful touches throughout the game, like the beach house that you can walk through and view all of the unlocked items you've gathered. There's a television to watch unlockable music videos on, and promotional trailers for other Acclaim games.

Summer Heat Beach Volleyball offers a reasonably solid experience, with jiggle physics intact for those that care, and a seriously fun multiplayer aspect to boot. If you're into gaming alone then don't expect too much from this game, better to rent before you buy.

/ LOUISE ALEXANDROU



PSW VERDICT

> UPPERS	> DOWNERS
> Nice multiplayer	> Dreadful AI
> Solid gameplay mechanics	> No nude codes
> Jiggling jubbles	> Dull single-player
> Unlockables	> The girls aren't real
GRAPHICS	> The girls don't look half bad
SOUNDS	> The focus is definitely on the visual
GAMEPLAY	> Solid if mediocre, good with friends

OVERALL SCORE
A fairly likeable romp through the perve-tastic world of beach volleyball. Excuse the Alis shortcomings and grab some friends, this might tickle your fancy. Rent it first though..

6



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PLATINUM REVIEWS

SPENT ALL YOUR MONEY ON CRISPS AND FAGS? PSW HAS THE ANSWER...



MEDAL OF HONOR: FRONTLINE

A SOBERING PORTRAYAL OF WAR... THAT'S FULL OF REALLY COOL EXPLOSIONS!!!

> TYPE	SHOOTING
> PLAYERS	1
> OUT	NOW
> PUBLISHER	EA
> PRICE	\$49.95
> DEVELOPER	EA

IF THERE'S ONE THING THAT MEDAL OF HONOR: *Frontline* manages to remind you of every minute of its torturously brilliant gameplay, it's that war is actually hell. A mind-shredding, shell-shocking, never-ending, brutal assault on the senses. But, and we say this without in any way wanting to trivialise an event which claimed the lives of nearly 40 million people, *MOH* is also one of the most entertaining games we've ever had the pleasure of reviewing.

No, not a game. It's an experience. A joypad-driven journey, taking you from the explosive beach landings of D-Day, through to the very headquarters of the Nazi empire. It's non-stop, gun-toting action and jaw-dropping set-pieces all the way and still one of the finest first-person shooter experiences to date.

But does it still deserve the coveted PSW 10/10? Therein lies the problem, because despite the fact that *MOH* now clocks in a whole score cheaper than it's original recommended retail price, the cracks are beginning to show a little.

Multiplayer, for instance, or in this case, the lack of it. We giped about this the first time around and guess what? We're going to gripe about it again. And why is the level design so linear? And we can't help but notice that games like *Red Faction 2* and, more recently, *Mace Griffin Bounty Hunter* now comfortably outdo *MoH* in the graphical stakes.

But ignore these admittedly minor faults and there's no denying that *MOH* is still a breathtaking game and one that, for our money, should still be part of anybody's games library. Go out, buy it and live the experience.

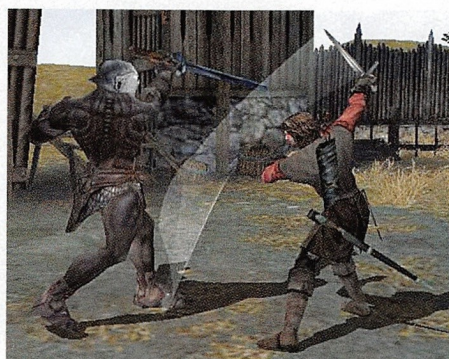
/ MARK ROBINS

PSW VERDICT

OVERALL SCORE

As single player experiences go, *MOH* can't be beaten for sheer heart-pounding excitement, but it's no longer the complete first-person shooter package it used to be.

9



LORD OF THE RINGS: THE TWO TOWERS

YOU SHALL HAVE MY SWORD... AND MY AXE!

> TYPE	ACTION ADVENTURE
> PLAYERS	1
> OUT	NOW
> PUBLISHER	EA
> PRICE	\$49.95
> DEVELOPER	EA

AS A BOOK, THE TWO TOWERS IS A TURPID, SELF-indulgent crawl that takes some thousand or so pages just to cover 20 metres of journey. As a film, it's a more palatable, quicker experience that boasts plenty of great action sequences. But it's as a game that Tolkien's literary work really comes to life and we're sure that's the way he probably would have wanted it.

OK, so EA's version of *The Two Towers* is, strictly speaking, more scrolling beat 'em up than the action adventure it claims to be, but how else can you explain the magnificent way it turns stodgy prose about 'Someone, son of Somebody' into one of the most intensive PS2 action experiences around?

Following events snatched from both *The Two Towers* and *The Fellowship of the Ring*, this is hack-and-slash fun of the very purest variety. Taking control of Aragorn, Gimli or Legolas, each level consists of wading your way through a horde of goblins, orcs and other assorted monstrosities before taking on the obligatory end-of-level meanie. Simplistic perhaps, but immensely satisfying at the same time, especially as, in true role-playing game fashion, you can upgrade your character at the end of each level with new moves and abilities.

What's most impressive though is just how well the look and feel of the films has been recreated; the orchestral soundtrack is spot on and the copious amounts of video footage are so seamlessly blended in it's hard to tell where they stop and the game starts.

All that and there's enough bonus film-related stuff to keep the average hobbit-fan knee deep in his own beard clippings for weeks. Like rings? Then you'll love this.

/ MARK ROBINS

PSW VERDICT

OVERALL SCORE

A simplistic scrolling beat 'em up at heart, but lavishly presented and an essential purchase for fans of the movies and action games alike.

8



WWE SMACKDOWN! SHUT YOUR MOUTH

WHERE KIDS CAN HAVE A SWEATY SUMO WRESTLER SIT ON THEIR FACE.

> TYPE	FIGHTING
> PLAYERS	1-6
> OUT	NOW
> PUBLISHER	THQ
> PRICE	\$49.95
> DEVELOPER	YUKES

AND SO THE FLASHY PANTOMIME THAT IS SPORTS

Entertainment finally arrives on PS2's budget Platinum range in the form of the remarkably entertaining *Smackdown! Shut Your Mouth*. But is it worth shelling out 50 of the nation's finest gold coins for it when the sequel, *Here Comes The Pain*, lurks with intent just around the corner? Allow us to discuss.

Taken at face value, *Shut Your Mouth* is the best wrestling game out there at the moment. It looks good, it's packed full of wrestlers, fighting modes and features and it's everything a wrestling fan could want. Then there's the fighting system – it's quick and easy to pick up and there's enough moves and depth in there to make it a really entertaining multiplayer blast.

But now we've tasted what the sequel has to offer we're reticent about going back to *Shut Your Mouth*. The trouble with the WWE is that with so many changing storylines and wrestlers it dates incredibly quickly. *Shut Your Mouth* still plays an excellent game, but put it up against the WWE storyline and characters of today and it starts to look incredibly dated.

So it all really depends on how much of a wrestling fan you are. If you're the sort of person who loves WWE and everything it represents, then chances are you've already got this game and you're eagerly awaiting the next one. If you're the sort of person who casually tunes into the TV show on a Saturday morning just to see grown men in lycra kicking the living crap out of each other, but you're not dedicated enough to own the matching duvet, pillow case and curtain set, then the cheapo version of *SmackDown!* here is probably your best bet.

/ MARK ROBINS

PSW VERDICT

OVERALL SCORE

Still excellent and the best WWE game yet, but it's worth bearing in mind that it's painfully out of date and the new one's just around the corner.

8



THE GETAWAY

TAKE A TRIP ROUND LONDON FOR HALF THE PRICE OF A BLACK CAB RIDE.

> TYPE	ACTION ADVENTURE
> PLAYERS	1
> OUT	NOW
> PUBLISHER	SONY
> PRICE	\$49.95
> DEVELOPER	SONY

WHAT IS THERE LEFT TO BE SAID ABOUT SONY'S HOME-grown *GTA* clone? You can powerslide through central London, hear a record amount of swear words and carve bullet-shaped holes in historic Monopoly street signs. If you enjoyed brit flicks such as *Snatch* and *Lock Stock*, *The Getaway* is the flawed video game equivalent, including loads of Chitty Chitty Bang Bang (cockney rhyming slang).

We say flawed because we dearly wanted to love *The Getaway*. Everything seemed to fit. Oxford Street was full of visual splendour as opposed to beggars, you could walk out of restaurants without paying and Soho looked like a real pervert's paradise. As long as you're inside a vehicle, *The Getaway* is the dog's bollocks. Step outside the car though and it appears that the main character, Mark Hammond, has a problem with his own fine-and-dangles – focusing on any target or simply walking properly seems to be a difficulty for him. Combat is clumsy and even walking through small doorways requires more than one attempt. All of this may be quite amusing when drunk in real life, but it becomes a constant hassle in-game. Compared to the sprawling killing fields of *GTA: Vice City*, *The Getaway* feels very small. The streets of London lead to a very linear game so don't expect to be trying to find the 98th hidden package in three months time.

There's a few hours' fun to be had, sure, but expect a brief cinematic experience rather than the 'GTA in London' you've probably heard it is. We know the 2004 sequel will be much better and we can only hope that Mark Hammond will have sorted out his Niagra Falls (balls).

/ RICHARD MELVILLE

PSW VERDICT

OVERALL SCORE

The Getaway isn't fit to wipe the blood off Tommy Vercetti's Gucci slip-ons, but at just under a shift (\$50) it ain't bad for a giraffe (laugh).

7



RATCHET AND CLANK

THE ALMOST-BUT-NOT-QUITE FLAGSHIP DUO JUMP INTO THE BARGAIN BUCKET.

> TYPE	PLATFORM
> PLAYERS	1
> OUT	NOW
> PUBLISHER	SONY
> PRICE	\$49.95
> DEVELOPER	INSOMNIAC STUDIOS

SINCE YOU PROBABLY KNOW THAT *RATCHET AND Clank* is an extremely fun and polished platform adventure title, let's talk about something else. For example, is 'extremely fun' actually a valid phrase? Or, even more irrelevantly, who would you rather go on a Red-Bull-fuelled all-nighter with, Jak and Daxter or Ratchet and Clank? 'Cos, like, Ratchet and Clank would be better behaved, but Clank would be well boring, wouldn't he? But then Daxter would start fights and we have a sneaking suspicion that Jak would come on to you after a few pink gins.

Ah, it's a tough one. We'd have Jak and Daxter, just like we marginally prefer their game to *Ratchet and Clank*. Why? Because there's just something about it. Jak and Daxter wandered around idyllic beaches and forests while Ratchet and Clank bombed around silly cartoon sci-fi levels that you incessantly dropped off the end of. And everyone knows that beaches and forests are proper platform locations.

Of course, the thing that *Ratchet and Clank* has over its clone brother is that it's absolutely stuffed full of bursting with all manner of utterly ridiculous artillery, from lasers to great big explosion-type guns (no, we're not going to waste our time looking up their actual names). So if shooting in a platform context appeals to you, then you might prefer this to the 5% soppiest *J&D*.

Ratchet and Clank may not have quite as much down-home soul as the elf and his ferret, but we still have no qualms about giving it respect. And neither should you. Hell, you might want to own it at this affordable new price-point. Stranger things have happened.

/ JOFF BROWN

PSW VERDICT

OVERALL SCORE

If you're looking for weapons-based platforming with a comedy twist, there's no doubt that it's here you should turn. Word to the wise: the sequel is going to shine...

8



V8 SUPERCARS RACE DRIVER

DRIVING WITH A STORY. BUT IT'S BETTER THAN DAYS OF THUNDER.

> TYPE	DRIVING
> PLAYERS	1-2
> OUT	NOW
> DISTRIBUTOR	ATARI
> PRICE	\$49.95
> DEVELOPER	CODEMASTERS

IT'S BEST TO IMAGINE *V8 SUPERCARS RACE DRIVER* as the pack racing equivalent of Colin McRae 04, with muddy forests replaced by real world race tracks. Of course, the vehicles are robust stock cars rather than rally monsters, but the trademark handling and slick presentation from Codemasters mean that both games are like well dressed brothers, dripping in designer clothes and posing as kings of bling.

The main focus of *V8 Supercars Race Driver* is the Story mode in which you take charge of a rookie racer desperate to relive the glory days of his Michael Schumacher-esque father. In between races, you'll need to head to the office to check offers from teams in order to become richer and get into the bigger championships. Each track is flawless and rather than merely bouncing off rivals as in *GT3*, *V8 Supercars* lets you plough into the opposition and even put them out of the race completely. It's bewildering that it took so long for a car game to properly offer a driving style that suits our roadhog attitude. During the races, it's a common sight to see doors, wheels and fenders littering the track as a result of a six car pile-up. Avoiding car damage is tricky and even the slightest nudge has an impact on performance. Hit another driver and he'll remember that you bashed him even in the following race and repay the favour by giving you a vengeful wallop in the next event.

V8 Supercars is a tense, addictive and realistic translation of stock car racing. Not that we've done it, but we're guessing so. The plot may be a token effort to broaden appeal, but there's no denying that *V8 Supercars* is the best PS2 racer after *Gran Turismo 3*.

/ RICHARD MELVILLE

PSW VERDICT

OVERALL SCORE

Realistic car smashes, perfect handling and intelligent rivals that take pride in smashing you off the road. The perfect cut price stop gap before *Gran Turismo 4*.

9

TALKBACK

PROFILE

>> Name

Bruce Campbell

>> Credits

Campbell found fame in 1981 when, together with high school friend Sam Raimi, he made the low-budget horror classic *Evil Dead*. The ensuing box office success led to two sequels – *Evil dead 2* and *Army Of Darkness* – along with a lifetime of cameo appearances for the star.

>> Last seen in Campbell turned up in *Spider-Man* as the ring announcer who gives the web-slinger his name. He's currently filming a bit-part for *Spider-Man 2*.

BRUCEALMIGHTY

PSW TALKS FAKE BLOOD, MEN'S BOTTOMS AND – OH YEAH – VIDEO GAMES WITH CULT MOVIE KING AND EVIL DEAD STAR BRUCE CAMPBELL.

>>What are your thoughts on the *Evil Dead* games?

Bruce Campbell > I'm just excited that the movies have managed to stay around for as long as they have. Most movies have a big opening weekend and then they go away after that. The *Evil Dead* movies have never really gone away. It's like a virus. And with Sam Raimi [*Evil Dead* director] away making *Spider-Man 2* this is probably the next best thing for *Evil Dead* fans. They shouldn't be too disappointed that we're not making another movie because the graphics in *Fistful of Boomstick* are so realistic they're going to feel like they're getting a sequel.

>>So we won't be seeing *Evil Dead 4* any time soon?

BC > Well, you'd have to convince Sam Raimi to make that instead of *Spider-Man 2*. That's a tough decision. I'm kidding.

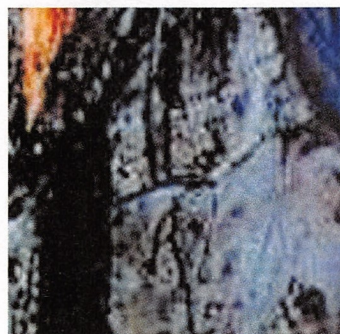
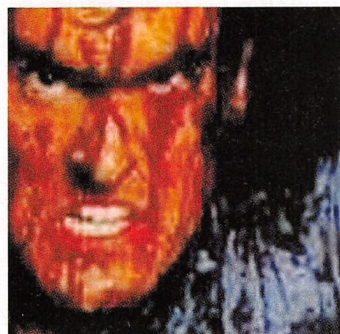
>>What about making *Ash vs Freddy*, the star of *Evil Dead* against the star of *Nightmare on Elm Street*? They've just made the *Freddy vs Jason* movie after all. Is there any chance a version starring *Ash*?

BC > Let's hope not. I think the good thing about the *Evil Dead* movies is that they've never gone mainstream. The *Nightmare on Elm Street* series and the *Friday 13th* films have both crossed over into the mainstream. We're one notch below that. When people ask me why we haven't made *Evil Dead 4* I ask them if they can remember what happened in *Elm Street 4*. By that stage I think it all becomes very muddy. You're supposed to keep people wanting more, not feed them until they're sick.

>> With that in mind, don't you think it's strange that the *Evil Dead* movies have been turned into games while *Freddy* and *Jason* have been left on the shelf?



"THE SECOND FILM HAS THE MOST BLOOD... SAM RAIMI ARRANGED TO HAVE 55 GALLONS OF RUM POURED DOWN FROM THE CEILING ONTO MY FACE."



BC > I think the difference is that *Evil Dead* lends itself to a lot of good scenarios. You have one man freaking out the entire time – that's your game – and he could die at all times. That's the fun thing with voice acting. You have to record every degree of pain. Like, "oh," if he gets hit with a rock, or, "argh," if he falls off a cliff. I always make sure we do the groans and the grunts at the end of the session. Hard work.

PSW: How involved have you and Sam been in the design of the game?

BC > We're both busy doing 48 things at once, so we've both come and gone. My main concern has been making sure that the weapons and the scenario are in keeping with the feel of the series. The good thing about the game is that our hero is fairly low tech, just like the movie. It's a good retro game in that he only has a single gun.

>> Do you get to write your own script for the voice acting?

BC > Yes and no. They always come up with a core script first because they have to coordinate the dialogue with the game world. The good thing is, these people are very familiar with the series. They know the progression of the character of Ash. I may change a couple of words here and there but the basics remain the same.

>> Aren't you bored of talking about *Evil Dead* after 20 years of doing it?

BC > I'm only as bored as the journalists are. If there's genuine interest and genuinely new questions then I'm still interested. The challenge is in coming up with new answers to old questions. At one point Sam and I just started lying. There's a rumour that at end of *Evil Dead*, Sam

was riding a motorcycle to get the very last shot and he rammed into me and hit me. According to the rumour, I was very badly injured. We've been lying about that for 20 years now, but it makes a good story. So no, I'm not really that bored with it. I always find ways to make it fun.

>> How do you account for the lasting appeal of the three *Evil Dead* movies?

BC > I think people are amused by the three films for very different reasons. I think the first film is scary and funny at the same. It's funny because it's melodramatic and it's quite amateurish. The second movie is slightly different – a combination of horror and comedy – and that can be quite unsettling for the audience. The third and final movie, *Army of Darkness*, is popular with the people who don't like the real hardcore horror. When I meet people who don't like scary movies, I tell them to work backwards through the trilogy. When I meet the real gore-hounds, I tell them to work forwards.

>> Settle an office argument. Which is the best *Evil Dead* movie?

BC > That's hard to say. My gut feeling is that part two is probably best. At that time we had enough money to make the movie, but we were still independent, so we weren't being messed around by the studio. Our filmmaking skills had also improved massively since *Evil Dead 1*.

>> And another one: Which of the *Evil Dead* movies has the most blood in it?

BC > The second one had the largest amount of blood because in that movie it was actually gushing. Sam arranged to have 55 gallons of rum poured down from the ceiling into my face. If you're after the

most realistic blood, that was in the first one. Every day for 12 weeks I wore 10 gallons of this sticky syrup mixed with the red food colouring. It was terrible. It froze, I couldn't get it off and I couldn't take my shirt off because it would rip the hairs from my arms. They would take me home in the back of a pick-up truck and I would walk right into a hot shower to melt all the syrup down.

>> We watched the first movie recently and were surprised at how dated some of the special effects are looking.

BC > You're right, but it would be cheating to go back and try to repair them. George Lucas went back and he tried to correct all the mistakes he made in the original *Star Wars* movies and he completely ruined them. At the time, with the money we had, they were really great special effects. We couldn't even believe that we had the money to do special effects at all.

>> Explain how the idea to equip Ash with a chainsaw came about.

BC > Sam just liked it as a weapon. He didn't care how uncomfortable it would be for me to wear it. That's just Sam's sensibility. He was going for a different kind of hero. He was going for that garage mechanic kind of guy, there are too many heroes who are CIA agents or FBI agents. Why can't we have a hero who's been an accountant or a barrister? Why not?

>> Finally, what do you make of the look of your character in the game? We think it's really quite flattering.

BC > I agree. He's looking good. But then I do have it written into my contract that my character has to have very tight butt cheeks. Just like Jean Claude Van Damme.



DISC INFO

Director Oliver Hirschbiegel
Rating MA 15+
Genre Thriller
Distributor Madman

THE EXPERIMENT

During the early 1970's a bizarre social, psychological experiment was conducted. Dubbed the Stanford Prison Experiment, the test took a number of students and placed them in a prison environment, casting some of the number as inmates and the rest as prison guards. The experiment was prematurely cancelled after six days as a number of the participants showed signs of extreme stress and other nervous ailments. Sounds like a good plot for a movie doesn't it? I agree but the thing most people don't know is that the Stanford Experiment was real and almost ended in disaster.

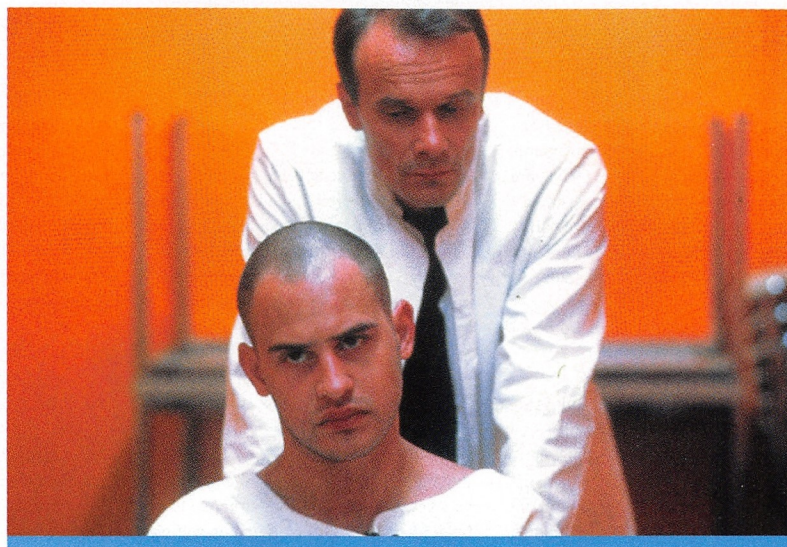
The Experiment, the debut film of German director Oliver Hirschbiegel takes the premise of the original Stanford Experiment, transposes the action to a modern German setting and lets the events continue to their inevitable but no less disturbing conclusion. Instead of students, the participants in *The Experiment* are all volunteers, willing to be incarcerated for a period of 2 weeks on the promise of a \$1700 pay cheque at the end. Eight men, including undercover reporter Tarek Fahd (Mortiz Bleibtreu, the boyfriend from *Run Lola Run*) are cast as prisoners. Berus (Justus von Dohnanyi) is sided with the 12 guards. These two

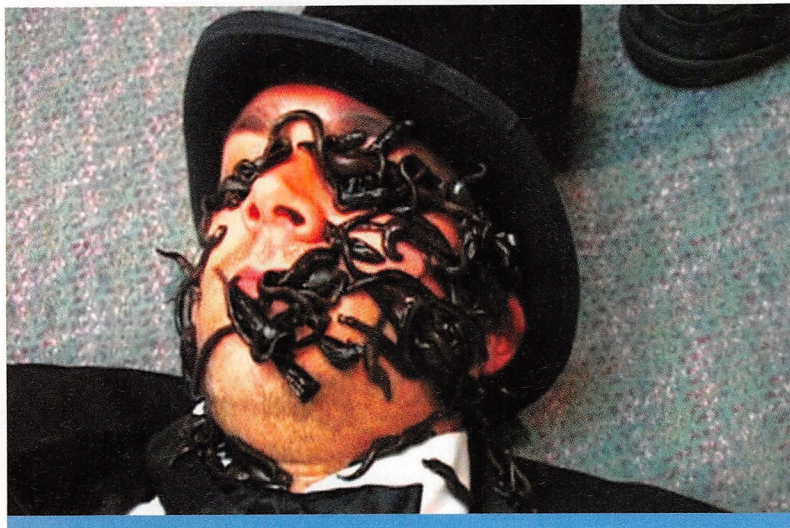
characters serve as the lynchpins of the film, each taking the role as the charismatic leader of their respective sides. None of the prisoners are as rebellious as Tarek who believes that stirring the pot will make for a better story. His constant undermining of authority serves as the major catalyst to move the action. To further add fuel to the fire, Berus and his fellow guards are drawn from the service sector - people that have never really had a taste of power themselves. Faster than you can say, "prison bitch" things go bad.

The modern German setting is one of the most powerful elements of the film as it conjures up repressed images of fascism left over from the Nazi days. The overall effect serves to really unsettle the viewer and could not have been an accident. The rest of the film is so well paced and precise that it's impossible to believe that Hirschbiegel didn't want to use this ingrained historical bias to elevate his film from being well made thriller fare to a taut and oft-times terrifying journey into the darker recesses of the human psyche. The whole dark side of the psyche comment may sound like a cliché - simply rattling off one of the common phrases used to describe thrillers but it's impossible not to use here. *The Experiment* is all about delving into the depths of human depravity and laying out violent potential bare.

The only thing holding back *The Experiment* from being an absolute classic is the lack of any real psychological insight into the characters. Whilst they are well fleshed out the viewer can't help but think that there is something missing, an extra layer of substance that would solidify everything into a cohesive whole. Still, as it stands, *The Experiment* is an excellent example of daring and disturbing psychological horror and arrives highly recommended.

★★★★★ Daniel Wilks



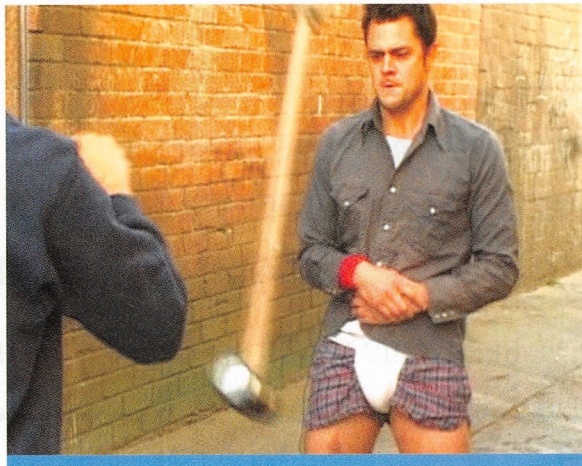


JACKASS VOLUME 2 & 3

Director Various **Rating** MA 15+ **Genre** Variety/Comedy **Distributor** Paramount

What can you say about *Jackass* that hasn't already been said? It's stupid, inane, often morally reprehensible and sometimes painful to watch. Sure it's all those things but it's also funny as hell, mostly in a "thank god it's not me" kind of way. Due to some arcane reasoning (so far we haven't been able to get a direct answer) *Jackass* volume 1 is currently unavailable in Australia but 2 & 3 are. Rather than simply showing episodes of the show, the separate volumes play more like best of

tapes, collating favourite segments of the MTV show. Throughout both of the volumes, pro skater Bam Margera, pro laconic guy Johnny Knoxville, Chris Pontius, Dave England, Steve O, Wee-Man and a host of other idiots subject themselves to all sorts of extreme situations, ranging from the relatively mundane Ice Block Sledding to Steve O getting the cheeks of his arse pierced together. If the previous sentence didn't make it clear, *Jackass* is not for everyone, so if you have a



weak stomach or don't like to see other living creatures in pain then you probably shouldn't even look at the back cover.

Although the content is funny, the DVD's are severely let down with the lack of any real special features. Sure there's a token bio for all the major players but the information contained within is scant at best. What *Jackass* really begs for is an audio commentary with the cast and crew as hearing about how the stunts were conceived and how many times they were arrested during the making of the show would be hilarious. Bizarrely enough the back of the DVD case lists blurred out genitalia and bleed profanity as special features. What will they think of next - banning a movie entirely and calling it a Special Edition?

★★★★★ Daniel Wilks

HUMAN NATURE

Director Michael Gondry **Genre** Comedy **Distributor** Magna Pacific

I began watching *Human Nature* with unadulterated glee. After all, this was to be the fourth addition to my Kaufman viewing collection, the screenwriter responsible for the gems *Being John Malkovich*, *Adaptation* and recently *Confessions of a Dangerous Mind* (as the DVD case makes clear). My excitement was only increased by the talented cast typical of Kaufman's other films, including Tim Robbins and Rhys Ifans. For *Human Nature*, Kaufman teamed up with successful music video director Michael Gondry instead of regular Spike Jonze, a switch which did not faze me. Surely this was another cult classic in the making.

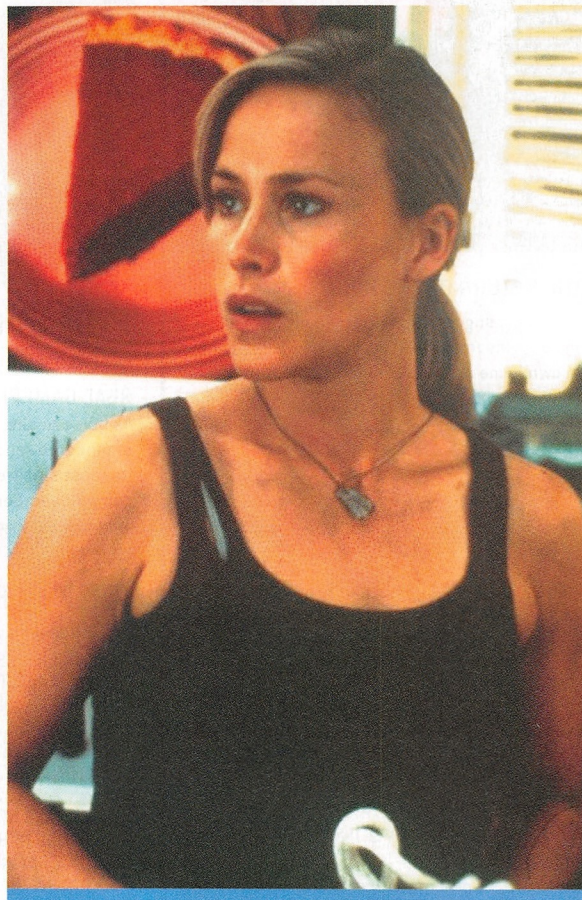
Glee soon turned to horror though, as I quickly realised that this movie is really quite terrible. Thematically the movie is promising from the outset, a standard nature versus nurture fare with the signature Kaufman quirkiness. But it soon loses direction and ends up in a confused mess. The characters are poorly developed, if at all, and a number of times I was left scratching my head at some of the 'twists', if they can be called that. Despite setbacks such as these, many movies may recover to smell like roses if they offer the delight of regular humour. Unfortunately, *Human Nature* is not one of these movies.

In terms of extras, the DVD includes a featurette and interviews with the four stars of the film, most with a transparent quote about how

funny the script is. You'll also get an unintelligible interview with director Michael Gondry.

And so, I'm not sure if it was the sense of betrayal by the cast and the script after having such high hopes, or the fact that the movie failed to make me even chuckle, but I can't really recommend this to anyone other than a curious Kaufman aficionado. Also, it won't be available to buy until November, if that really matters.

★★★★★ Jeremy Loblay



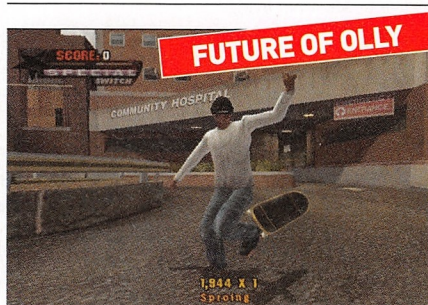
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As you can see, this ain't no game intro or carefully engineered render. This is *Pro Evolution Soccer 3* in its most sincere glory. Look hard chaps, because come November, it will define your life.

TOP 10 GOALS

Playing *Pro Evolution* has always been known as a continually refreshing experience. Check out our top ten goals from recent playtesting and experience the script-less glory of the king.

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- >> **NEWS** A rolling mish mash of hot news stories, and even some of the more lukewarm ones. But which are still good. Like how pizza is.
- >> **PREVIEWS** The King of Route 66, True Crime: Streets of L.A., Pitfall Harry, FIFA 2004
- >> **REVIEWS** Colin McRae Rally 04, Amplitude, SoulCalibur 2, Hardware: Online Arenas, Conflict: Desert Storm 2 - Extra Topping, Freestyle MetalX, Zone of Enders 2
- >> **CHEATS** ATV: Offroad Fury, Hitman 2, Men in Black 2, Twin Calibur, Minority Report
- >> **IMPORTS** Bomberman Land 2, Megaman X7, R-Type: Final
- >> **UK PLATINUMS** Ratchet & Clank, The Two Towers, Medal of Honor: Frontline
- >> **EXTRA TRAILERS** Disney's Extreme Skate Adventure, Sonic Heroes, R: Racing Evolution, Duroro, Metal Gear Solid 3: Snake Eater, Zone of Enders 2 (again!).

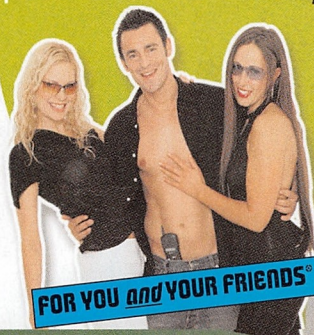


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- MOVE YOUR FEET Junior Senior.....123753
- LIKE A STONE Audioslave.....123754
- KA-CHING Shania Twain.....123755
- HOLLYWOOD Madonna.....123757
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- FEEL GOOD Pink.....123759
- DREAM ON Aerosmith.....123760
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- MUNDIAIN TO BACH K Panjabi MC.....123763
- HEAVEN Live.....123764
- GET BUSY Sean Paul.....123765

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- BRING ME TO LIFE Evanescence.....123745
- IN DA CLUB 50 Cents.....123725
- ROCK YOUR BODY Timberlake.....123715
- BEAUTIFUL Snoop Dog.....123719
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- BEAUTIFUL C Aguilera.....123649

- 03 BONNIE & CLYDE Jay-Z.....123663
- WEEKEND! Scooter.....123721
- I DROVE ALL N'HT Celine Dion.....123685
- WORK IT Nelly.....123681
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- LOSE YOURSELF Eminem.....123656

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- CAUSE I GOT HIGH Afroman.....123674
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- THE SOPRANOS TV Theme.....123675
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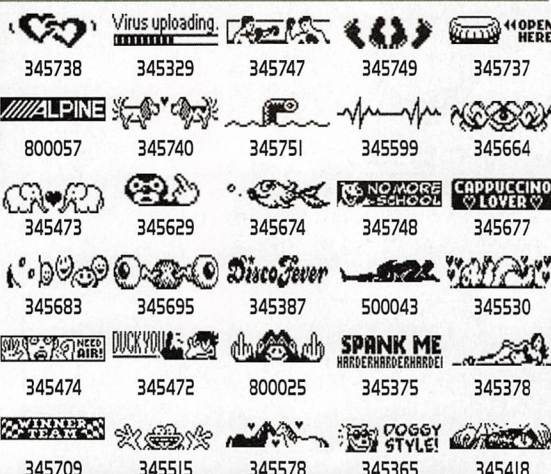
- LOVE AND MARRIAGE.....123617
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- HUNGRY KOSHEEN.....123521
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Ice Ice Baby - Vanilla Ice 15102
California Love - 2Pac 15043
8 Mile Road - Eminem 15065
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TOP TEN

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Dilemma | Nelly ft Kelly Rowland..... 5567
In Da Club | 50 Cent..... 5771
Beautiful | Snoop Dogg..... 5785

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Nokia 6610	1050
Nokia 7210	1060
Nokia 7250	1070
Nokia 7650	1080

* = Also available for the Motorola t720
>> mobile handset code: 2010

JAVA GAMES

call this number for Java Games:

1902 268 062

Only the following phones can currently receive these Java Games: Nokia 3530, 3650, 5100, 6100, 6610, 7210, 7250, 7650. Your phone must be GPRS or WAP enabled to receive Java Games. Your carrier will also charge you their standard WAP or GPRS rates. Please read your mobile's instructions regarding SAVING and SETTING the Java Game.

Moorhen Kart 04 - 22125



Cricket 2003 - 22138



Beat the Dealer - 22000



Bowling - 22003



* Open Season - 22001



Diamond Mine 2 - 22006



Aston Golf - 22008



Fruit Machine - 22004



* Rack em Up - 22002



Moon Taxi - 22009



New Skool Skater - 22007 *



Plasma - 22005

Directions: simply call the appropriate number, follow the voice prompts and the logo, java game or ringtone will be sent to the mobile phone of your choice. Please ensure that the target phone is compatible. If you are under 14 years of age please make sure you have a responsible adult's permission before using this service. * Offer correct at time of going to press. BlueSkyFrog is an Australian owned and operated company.

BSFPS21

New Polyphonic Tones, Java Games, Wallpapers,
Nokia Tones & Icons at www.BlueSkyFrog.com every week.

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games

Before calling be sure your Mobile is GPRS & WAP activated.

NEW!



Compatible Nokias: 3510i, 3530, 3650, 5100, 6100, 6200, 6310i, 6610, 6800, 7210, 7250, 7650, 8910i.

Mobile Games Orderline \$5.45 p/min. (inc gst)

ph 1902 214 646

This number is for ordering mobile games only. Call cost \$5.45 per minute, gst inclusive. Higher rates may apply from mobiles/payphones. Your carrier will also charge you their standard WAP and GPRS rates as well. Callers must be over 14 with permission of bill payer. Please check mobile compatibility.

Polyphonic Tones Wallpaper

* Before you call make sure your Mobile Phone is GPRS and WAP activated.

- 50057 BEYONCE: CRAZY IN LOVE
- 50006 50CENT: IN DA CLUB
- 50081 SEAN PAUL: GET BUSY
- 50085 R.KELLY: IGNITION
- 50067 METALLICA: ST ANGER
- 50020 B2K/P.D: BUMP BUM BUMP
- 50027 BLISTER IN THE SUN
- 50050 NELLY: DILEMMA
- 50017 BIG BROVAZ: NU FLOW
- 50087 EMINEM: BUSINESS
- 50041 EMINEM: WITHOUT ME
- 50126 JAVINE: REAL THINGS
- 50130 SHAKE YA TAILFEATHER
- 50026 THUNDERSTRUCK
- 50046 SWEET CHILD OF MINE
- 50049 ENTER SANDMAN
- 50051 MISSION IMPOSSIBLE
- 50031 EYE OF THE TIGER
- 50033 THE SIMPSONS
- 50019 SNOOP DOGG: BEAUTIFUL
- 50011 L/PARK: SOMEWHERE I BELONG
- 50068 BUSTA/MARIAH: I KNOW WHAT U...
- 50066 EVANESCENCE: BRING ME TO LIFE
- 50065 LORD OF THE RINGS THEME
- 50071 STAR WARS (BAR SCENE MUSIC)
- 50118 BUFFY THEME



POLYPHONIC RINGTONES ph 1902 214 671

\$3.96 p/min (inc gst) Higher mob/pay ph.

This number is ONLY for ordering Polyphonic Ringtones & Wallpaper. Call cost \$3.96 per minute, gst inclusive. Higher rates may apply from mobiles/payphones. Your carrier will also charge you their standard WAP and GPRS rates as well. Callers must be over 14 with permission of the bill payer. Please consult your mobile's manual, and read the instructions. POLYPHONIC Compatible Nokias: 3510i, 3530, 3650, 5100, 6100, 6610, 6800, 7210, 7250, 7650, 8910i. WALLPAPER Compatible Nokias: 3530, 5100, 6100, 6610, 6800, 7210, 7250, 7650, 8910i.

MobileMojo RINGTONES

- 1 CHOOSE YOUR FAVOURITE
- 2 PHONE OUR HOTLINE.
- 3 FOLLOW THE VOICE PROMPTS.
- 4 YOUR SELECTION WILL ARRIVE INSTANTLY VIA SMS!

Get it all in 1 call! PACKAGE DEALS!

ID: 40084

BUFFY Theme

Picture Message

ID: 40090

Superman (Eminem)

Picture Message

ID: 40002

Stan - Eminem

+ Real Slim Shady

+ Cleaning Out My Closet

ID: 40001

Without Me - Eminem

Picture Message

ID: 40008

SCOOBY DOO theme

Picture Message

ID: 40076

Blister In The Sun

Picture Message

ID: 40085

Flintstones Theme

Picture Message

ID: 40054

Thunderstruck

+ Enter Sandman

+ Sweet Child Of Mine

ID: 40077

THE SIMPSONS

Picture Message

ID: 40098

HULK (TV THEME)

Picture Message

ID: 40067

We Want Fun (Jackass)

Picture Message

TOP TEN!!!

- BLACK EYED PEAS: WHERE IS THE LOVE? 11440
- AMANDA PEREZ: ANGEL 11452
- R.KELLY: IGNITION (REMIX) 11176
- EVANESCENCE: BRING ME TO LIFE 11091
- BUSTA/MARIAH: I KNOW WHAT U WANT 11336
- JA RULE: REIGN 10957
- P.DIDDY: SHAKE YA TAILFEATHER 11454
- SEAN PAUL: GET BUSY 11283
- KELLY C: MISS INDEPENDENT 11436
- EMINEM: BUSINESS 11291

www.mobilemojo.com

- 50 Cent: In Da Club 11141
- 50 Cent: 21 Questions 11282
- Beyonce: Crazy In Love 11357
- Benny Benassi: Satisfaction 11442
- Justin Timberlake: Senorita 11453
- Pink: Feel Good Time 11358
- Stacie Orrico: Stuck 11223
- Christina Aguilera: Fighter 11240
- Jewel: Intuition 11386
- Thicke: When I Get You Alone 11398
- Justin.T.: Rock Your Body 11286
- B2K/P.Diddy:BumpBumpBump 10998
- J.Lo/LLCool: All I Have 11134
- J.Lo: I'm Glad 11284
- Snoop Dogg: Beautiful 11216
- Big Brovaz: Nu Flow 11014
- Candice Alley: Falling 11400
- United States Of Whatever 11390
- Craig David: Rise & Fall 11348
- JaRule/Ashanti: Mesmerize 10954
- T.a.t.U: All The Things She Said 11010
- Big Brovaz: Favourite Things 11393
- Powderfinger: On My Mind 11437
- Dandy.W: We Used to Be Friends 11352
- M/Branch: Are You Happy Now 11430
- GoodCharlotte: Girls&Boys 11396
- SNAP: Rhythm Is A Dancer 11438
- Tupac: Thugz Mansion 11157
- Planet Funk: Who Said 11399
- AvrilLavigne: Losing Grip 10940
- Hot Action Cat: Fever For Flava 11294
- 50 Cent: P.I.M.P 11302
- 50 Cent: Wanksta 10916
- Seven Nation Army 11287
- Delta G: Innocent Eyes 11397
- Something For Kate: Deja Vu 11425
- Birdy Song/Chicken Dance 10495

ROXY

Recognise any of these?



#1 ANGEL TV THEME 10038

RECENT HITS

- NELLY: DILEMMA 10846
- JENNY FROM THE BLOCK 10881
- DJ SAMMY: HEAVEN 10705
- DJ OTZI: HEY BABY 10232
- JA RULE: MESMERISE 10954
- DR DRE: CALIFORNIA LOVE 10679
- DR DRE: NEXT EPISODE 10696
- DELTA: LOST WITHOUT YOU 11163
- SHAGGY: HEY SEXY LADY 10869
- LINKIN PARK: IN THE END 10258
- L.PARK:SOMEWHERE I BELONG 11179
- BIG YELLOW TAXI 11009
- XZIBIT: MULTIPLY 10955

CATCHY TUNES

- I COULD WALK 500 MILES 10513
- SMOOTH CRIMINAL 10436
- THE WIGGLES: HOT POTATO 11022
- THE LOGICAL SONG 10727
- TEQUILLA 10488
- THE KETCHUP SONG 10834
- SALT N' PEPPA: PUSH IT 10771
- GOO DCHARLOTTE: ANTHEM 11132
- BLINK 182: DAMMIT 10117
- SHAGGY: ANGEL 10037
- CHRISTINA AGUILERA: DIRTY 10872
- DIXIE CHICKS: LANDSLIDE 11219
- AVRIL LAVIGNE: SK8ER BOI 10845

TV THEMES

- THE SIMPSONS 10516
- SOPRANOS 11221
- RUBBER DUCKY 10414
- CHARLIES ANGELS 10094
- SEX & THE CITY 10424
- FRAGGLE ROCK 10176
- THE SMURFS 10517
- THE MUPPETS 10346
- THE THUNDERBIRDS 10530
- MANAMANA (MUPPETS) 11231
- SCOOBY DOO 10420
- I DREAM OF JEANNIE 10644
- BAKERS DELIGHT AD 10786

PURE CLASSICS

- BLISTER IN THE SUN 10069
- CHISEL: KHE SANH 10286
- ACDC: HELL'S BELLS 11069
- ACDC: THUNDERSTRUCK 10531
- ACDC: BACK IN BLACK 11064
- ENTER SANDMAN 10154
- BROWN EYED GIRL 10082
- SMOKE ON THE WATER 10435
- I WAS MADE FOR LOVING U 10248
- HOTEL CALIFORNIA (SOLO) 10237
- KEVIN.B.VILSON: STICK THAT PHONE 10458
- L/KERNAGHAN: OUTBACK CLUB 11306
- G&R: SWEETCHILD OF MINE 10475

LOGOS

1 NO FEAR

2 QUICKSILVER

3 SKINNOT

4 I WANT YOU

TO STAY FAR, FAR AWAY FROM ME.

5 I'm Not A Bitch, I'm The Bitch!

6 LITTLE MISS DIRTY

7 NAUGHTY.

8 Monano

9 JACKASS

10 VANE

11 angel

12 shirley yee?

13 Devilish

14 Ford

15 FLIP

16 ANGEL

17 porn

18 Sex Kitten

19 GIVE

20 TOUCH MY PHONE SLAPPA YOUR FACE

21 jack ass

22 Love ya

23 HOW YOU DOING?

24 Talk To The Hand

25 thinking of you

26 USE THE FORCE

Call cost \$2.92 per min. (inc. GST). Higher rates from mobiles & payphones. You must have permission of the bill payer & be aged over 14 years to use this service. *Ericsion T100, T300 can receive mono R/Tones only. Service is compatible with the following NOKIA models: N2100, N3210, N3310, N3330, N3350, N5210, N5510, N6210, N6250, N6310, N6510, N7210, N7650, N8210, N8250, N8310, N8850, N8855, N8910, N9210. Please note: N6090 & N51xx can receive Logos ONLY. N6150 & N7110 can receive mono R/Tones & Logos ONLY. This service is currently incompatible with CDMA. Please consult your mobile manual as compatible phones receive varying amounts of logos/ringtones. BIM

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